



BATTLE MAGIC

Dedicated to

Phil Barker, Donald Featherstone and Michael Moorcock

whose fault it all is

WARHAMMER

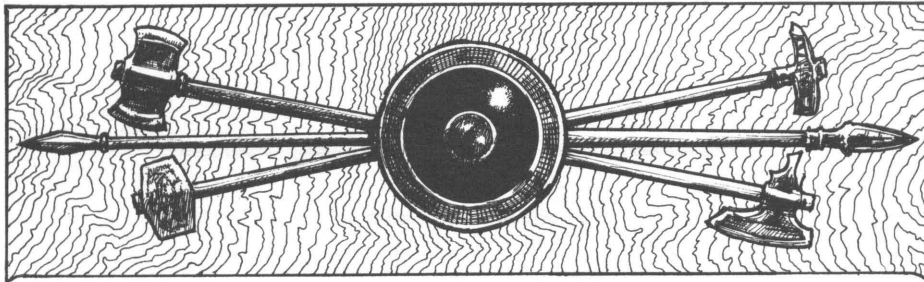
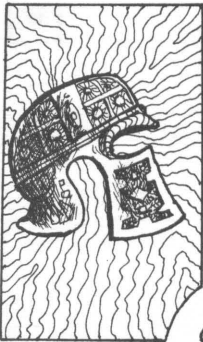
Book 2.



BATTLE MAGIC

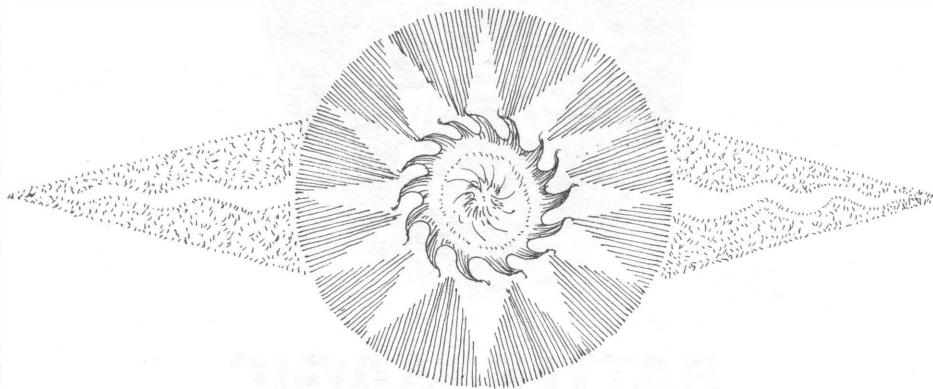
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WIZARDS

Wizards and magic provide gamers with unique and important elements for Warhammer battles. Wizards have the ability to use magic and to cast spells: spells which can influence or even dictate the course of a battle.

BATTLE MAGIC

As everyone would appreciate, magic is rarely a question of instant or certain success. Most magic is difficult and time consuming to initiate, and may require specific ingredients, utensils, or circumstances, sometimes imposing strange restrictions on the spell weaver himself. Magic of this kind is not suitable for use on a battlefield, where there is little time for complicated or precise calculation.

On the battlefield a wizard employs only spells of a simple kind called **Battle Magic**. Warhammer Battle Rules deal only with this battle magic; more complicated magic is covered by the Warhammer Role-Play Rules.

MASTERY

A wizard's **Mastery Level** indicates his degree of power and his standing amongst his fellows. Mastery level goes from 1, the lowest, to 4, the highest. These levels do not correspond directly to any title as such, although occasionally a wizard will assume a title or may be awarded a title of some kind. Some wizards belong to specific schools of magic, or may pursue specific magical philosophies; wizards of this kind are often referred to as **cultists**. Cultists are no different from other wizards really, although they are likely to receive formal tuition, and are more likely to hold some sort of title.

- 1 A **novice** wizard, a wizard's **apprentice** or an **initiate** belonging to a magical cult. Level 1 wizards are often young or inexperienced. Some wizards never progress beyond level 1, but content themselves with the simple skills they have already learned.
- 2 An experienced wizard, well able to find employment and often quite independent. Possibly a full member of a magical cult, and then sometimes called an **acolyte**.
- 3 A very experienced wizard of considerable personal power, often wealthy, invariably successful and usually well past middle age. If a cult member he would be a respected official, called an **adept** in many cults.
- 4 A very powerful wizard, usually a leader of fellow wizards, sometimes the patron or leading-light of a magical cult - then referred to as a **mage**. A level 4 wizard would hold a similar social position within his world equivalent to that of a monarch in ordinary society.

CONSTITUTION

Constitution is magical stamina. A wizard with a high constitution will be able to cast more spells with a greater chance of success than a wizard with a lower constitution. Every wizard begins a battle with his maximum number of **Constitution Points (CP)** -these are normally:

Level	CP
1	10
2	20
3	30
4	40

As spells are cast CPs are deducted from the remaining total.

USING BATTLE MAGIC

A wizard can cast a spell in the **Magic** portion of his turn. A wizard can use spells equivalent to his mastery level or lower, but not higher. The individual may select one of the specific battle spells available to him.

SPELLS

Each spell comprises of the following information.

Spell level	Spells are divided up into 4 levels of complexity equivalent to the 4 levels of mastery. Level 1 spells are easiest and require least CP, level 4 spells are the hardest and require the most CP.
Energy	When a wizard attempts to cast a spell he uses energy, the amount used varies from spell to spell. The energy is deducted from the wizard's remaining CP once he has cast a spell.
Description	Each spell is different in its effects, range, etc.

CASTING A SPELL

Once a wizard has selected his spell he attempts to cast it. Whether or not magic works depends on the wizard's remaining CP. If his CP is 12 or more the spell will **always** work. If his CP is less than 12 the spell may not work, and it is necessary to test for success.

Test for spell casting success by rolling 2D6. If the result is equal to or less than the wizard's remaining CP the spell has been cast successfully. A score of more than the wizard's remaining CP indicates that the spell has failed.

After attempting to cast a spell, and whether the wizard succeeds or fails, deduct the amount of energy used from the remaining CP.

THE MAGICAL SAVE

Any unit or character suffering from magical attack may attempt to make a saving throw against the effects of magic. A unit tests only once, and the dice result applies to every member of it. Characters, including characters with units, will have a separate saving throw. If the save is a success the unit or character is not effected at all. If the save is a failure the unit/creature is effected by the spell as normal.

The unit or creature under attack rolls 2D6. If the score is equal to or less than their **Will Power** the spell has no effect. If the score is more than their WP the save has failed and the magic has full effect.

AUGMENTED SAVES

A wizard under magical attack may use points of Constitution to augment his own magical saving throw. Before making the dice roll the wizard must declare how many CPs he is going to use to augment his save. For each CP used the wizard's WP is temporarily increased by 1, giving him a better chance of saving. After the save has been determined the WP returns to normal, and the CPs used to augment it are lost.

ENHANCED ATTACKS

A wizard making an attack may use points of Constitution to enhance the spell. As he casts the spell the wizard must declare how many CPs he is going to use to enhance his attack. For each CP used the target's WP is temporarily decreased by 1, reducing the chance of saving. After the save has been determined the target's WP returns to normal, and the CPs used to enhance the attack are lost.

Where an enhanced attack and augmented save are to be made at the same time it is best to have each player secretly write down the number of CPs used in each case.

WPs temporarily lowered or increased during magical attack are altered **only** for the purposes of the magic save.

RESTING AND REGAINING CONSTITUTION

A wizard who rests from the beginning of his turn until the beginning of his next turn regains 1 CP. Resting wizards must be totally inactive, they cannot move, fight or even speak.

WIZARDS AND ARMOUR

Wearing armour and carrying a shield will make it difficult for a wizard to perform his magic correctly, both getting in the way of his conjurations and setting up magical disharmony.

Accordingly wizards do not usually wear armour, except for small items such as vambraces or sometimes helmets, which do not confer a saving throw, and so do not interfere with magic.

Wizards who do wear armour may **not** regain Constitution by resting. In addition the higher the armour saving throw the greater will be the number of energy points required to cast a spell. This will be +1 per dice 'pip' - so a save of 6 = +1, a save of 5 or 6 = +2 whilst a save of 4, 5 or 6 = +3. The saving throw from a riding animal is **not** counted unless it is wearing armour, in which case the armour alone is counted.

INNATE MAGICAL ABILITIES

All wizards are sensitive to magic and enchantment, and have certain abilities because of this. A wizard of any mastery level will have all of these abilities.

MAGICAL SENSE - if a wizard touches an object which is effected by magic, or which is magical, he will be able to sense this. He will not be aware of the function or purpose of the magic, only that it is present. A wizard will be able to sense that another creature is a wizard by touching, such as by shaking hands.

MAGICAL AWARENESS - a wizard who remains totally inactive for an entire turn, neither moving, fighting or performing magic, will be aware of the presence and rough direction of any other wizards within 48".

WIZARDS FOR BATTLES

A wizard will have a basic profile for his race, with the following modifications. GMs are free to vary these modifiers within the context of their own games and campaigns. Constitutions are given as either a fixed amount or a random quantity - use which ever method you find most suitable.

MASTERY LEVEL 1

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	-	-	-	-	-	+1	-	-	-	-	+1

Constitution 10 points (or 3D6)
Number of 1st level battle spells maximum 3
Number of 2nd level battle spells zero
Number of 3rd level battle spells zero
Number of 4th level battle spells zero

MASTERY LEVEL 2

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	-	-	+1	+1	+1	+2	-	+1	+1	+1	+2

Constitution 20 points (or 6D6)
Number of 1st level battle spells maximum 3
Number of 2nd level battle spells maximum 3
Number of 3rd level battle spells zero
Number of 4th level battle spells zero

MASTERY LEVEL 3

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	-	-	+1	+1	+2	+3	-	+2	+2	+2	+3

Constitution 30 points (or 9D6)
Number of 1st level battle spells maximum 3
Number of 2nd level battle spells maximum 3
Number of 3rd level battle spells maximum 3
Number of 4th level battle spells zero

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	-	-	+1	+1	+3	+4	-	+3	+3	+3	+4

Constitution 40 points (or 12D6)
Number of 1st level battle spells maximum 3
Number of 2nd level battle spells maximum 3
Number of 3rd level battle spells maximum 3
Number of 4th level battle spells maximum 3

INTELLIGENCE

A creature must have an unmodified Intelligence of at least 5 to become a wizard.

A wizard may have no more spells than he has current Intelligence. Spells of a lower level may be given up in order to acquire spells of higher levels should this prove necessary.

MAGICAL WEAPONS

The availability of magical weapons can be safely left to the GM to determine. Remember that a game can be seriously imbalanced by too many magical artifacts. In our own games wizards of level 2 or more quite often employ magical weapons, whilst level 1 wizards do so only very rarely. An approximate guide to the probability of a wizard having a magical weapon is Level 1 - 10%, Level 2 - 60%, Level 3 - 75%, Level 4 - 90%.

DETERMINATION OF SPELLS

The spells available to a wizard can be either allocated by the GM before a battle or campaign, or freely chosen by the player. It is up to the GM to decide which method to use. The preferred way in our own games is to let the player choose his spells, but the GM can veto any spells he considers unsuitable for use in that game.

POINTS VALUES FOR WIZARDS

PVs for wizards can be worked out as follows.

- 1 First work out the normal PV from the characteristics.
- 2 Multiply this by 10.

This is the PV without spells. Equipment cost multipliers are based on this.

Then Add on 10 points per spell available.

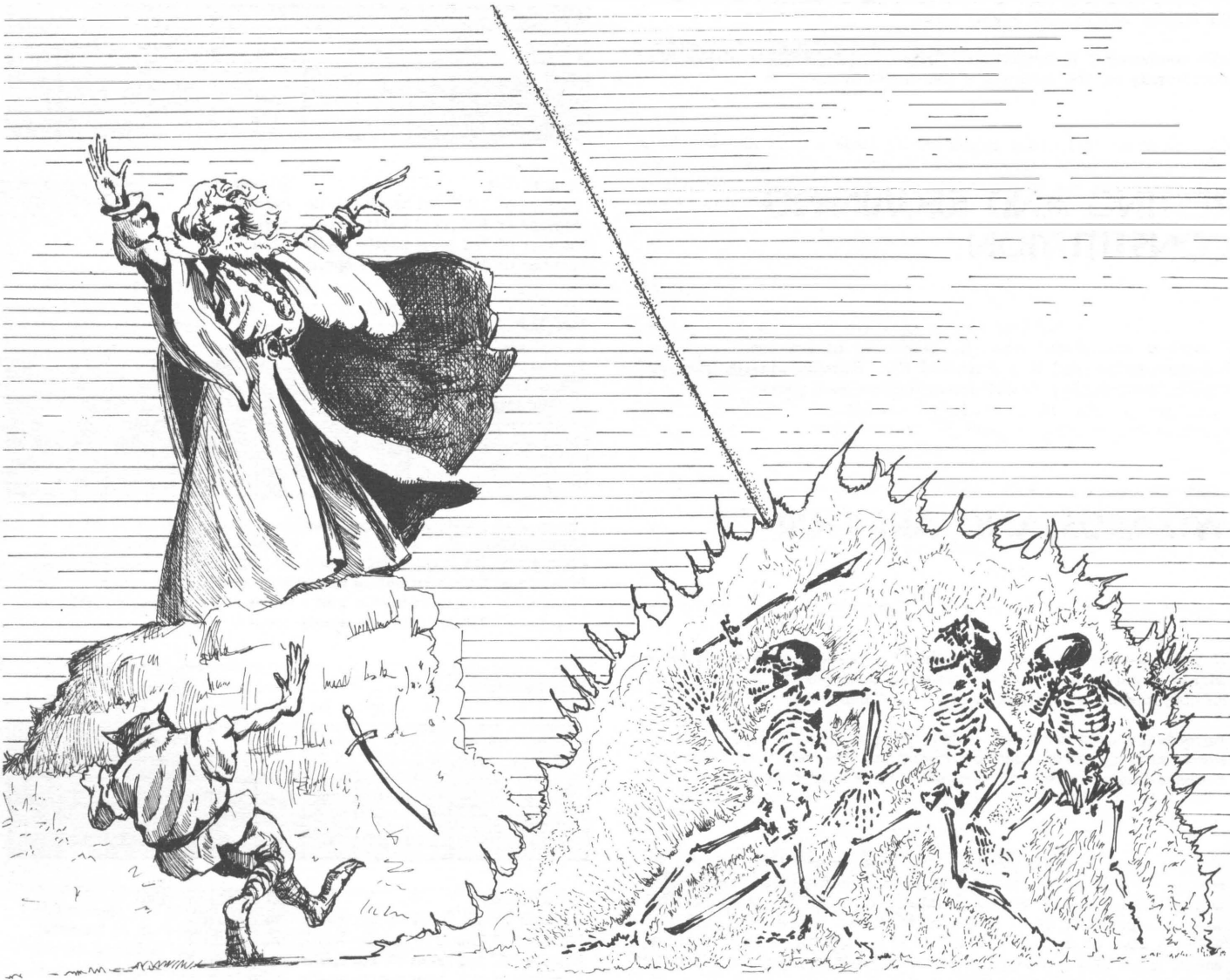
So a human wizard with no armour or equipment, mastery 1, with 3 1st level spells costs:-

$5\frac{1}{2} \text{ (basic)} \times 10 + (3 \times 10) = 85 \text{ points}$

Although spells add onto the cost in the same way as, for example, equipment they are **not** subject to multiplying modifiers. Nor are they considered to be part of the wizard's basic points value, which is always just normal PV x 10.

PREPARING FOR BATTLES

Wizards may not normally cast spells before a battle. If he wishes the GM can allow a wizard to cast a spell before a battle, and enter the battle already bearing, for instance, an **aura** spell. If the GM allows this he should also allow the wizard to rest and recover some or all of the CPs used. Whether the GM decides to allow pre-battle spell casting will depend upon the game and the GM.



SPECIALISED WIZARDS

Some wizards choose to follow specific branches of magic, and acquire certain extra spells and skills not available to the normal run of the mill wizard. Warhammer players can use any of the following types of specialist wizard.

NECROMANCERS

Most necromantic magic is unsuitable for battlefield use. The smaller part that is suitable is called necromantic battle magic.

All necromantic magic concerns itself with the control and manipulation of the dead or undead. As such, necromancers are invariably evil, unhygienic, depraved and quite insane. A wizard from a race of **good** creatures, such as Elves cannot be a necromancer.

Necromancers have mastery levels and CPs in exactly the same way as other wizards, and can use ordinary battle magic as well as necromantic magic. However, they will always have fewer battle magic spells than the equivalent level of ordinary wizard.

NECROMANCERS FOR BATTLES

Profiles are exactly the same as for ordinary wizards, necromancers have the same limitations on intelligence and use the same points values.

DETERMINATION OF SPELLS

The spells available to a necromancer are slightly different from those available to an ordinary wizard.

Necromancer	Battle Magic Spells	Necromantic Spells
Level 1	1 of level 1	2 of level 1
Level 2	1 of levels 1 and 2	2 of levels 1 and 2
Level 3	1 of levels 1, 2 and 3	2 of levels 1, 2 and 3
Level 4	1 of levels 1, 2, 3 and 4	2 of levels 1, 2, 3 and 4

Spells can be chosen by the player or by the GM as with battle magic.

NECROMANCERS AS CONTROLLERS

Skeletons and Zombies lack motivation, they require a friendly **Controller** to tell them what to do. A necromancer can act as a controller over any friendly unit/s within 12" of his person. This is not a spell, but an innate ability of the wizard. Necromancers can use spells to increase their control range, or do away with the need to have a controller.

NECROMANTIC SUMMONATION

All summonation spells are performed in a similar manner. The wizard first casts his spell and summons his creatures, making any **constitution** based roll for success/failure as appropriate. If the spell is cast successfully the creatures appear, if the spell is not cast successfully nothing happens.

Summoned undead will always do their summoner's bidding.

ILLUSIONISTS

Illusionist magic is well suited to battlefield conditions on the whole, so there is a fairly good choice of illusionist battle magic spells. The nature of this magic is fairly self explanatory; having to do with illusions.

Illusionists have mastery levels and CPs in exactly the same way as other wizards, and can use ordinary battle magic as well as illusionist magic. However, they will always have fewer battle magic spells than the equivalent level of ordinary wizard.

ILLUSIONISTS FOR BATTLES

Profiles are exactly the same as for ordinary wizards, illusionists have the same limitations on intelligence and the same points values.

DETERMINATION OF SPELLS

The spells available to an illusionist are slightly different from those available to an ordinary wizard.

Illusionist	Battle Magic Spells	Illusionist Spells
Level 1	1 of level 1	2 of level 1
Level 2	1 of levels 1 and 2	2 of levels 1 and 2
Level 3	1 of levels 1, 2 and 3	2 of levels 1, 2 and 3
Level 4	1 of levels 1, 2, 3 and 4	2 of levels 1, 2, 3 and 4

Spells can be chosen by the player or by the GM as with battle magic.

ILLUSIONS

Illusions can be created and controlled by the illusionist. Only one illusion can be maintained at any one time, but this can be of multiple form, such as a unit, a series of clone images or a village.

Illusions will last until their creator chooses to disperse them or creates new illusions. They will also disperse if they are attacked in hand-to-hand combat, or dispelled by a banish illusion spell.

An illusion can act in any way its creator chooses, and can feign any psychological effect or theoretical missile damage. In fact illusions cannot be harmed in any way - they are not real. An illusion cannot speak real words, but it can be made to mumble, groan, roar or bellow as appropriate.

Illusions cause psychological effects as if they were real.

DEMONOLOGISTS

Demons are powerful supernatural agents, sometimes subservient to other supernatural beings such as Deities or even more powerful Demons. Summoning demonic forces can be a time consuming, not to say risky, business. Demonic battle magic is the least complex and the most practical form of demonic magic.

Demonologists have mastery levels and CPs in exactly the same way as other wizards, and can use ordinary battle magic as well as demonic magic. However, they will always have fewer battle magic spells than the equivalent level of ordinary wizard.

DEMONIC SUMMONATION

All summonation spells are performed in a similar manner. The wizard first casts his spell and summons his Demons, making any **constitution** based roll for success/failure as appropriate. If the spell is cast successfully the Demons appear, if the spell is not cast successfully nothing happens.

Summoned creatures may or may not do their summoners bidding, the summoner must test to see if he can control them. Roll 2D6, if the result is equal to or less than the wizard's WP he has controlled the creatures, otherwise the creatures cannot be controlled.

Summoners may augment their WP using CPs **before** rolling the dice, in the same way as they would when augmenting their WP during a magical attack.

DEMATERIALIZATION

Demons are always subject to **instability** between their own world and that of the summoner. Test at the beginning of each of their turns, roll a D6 - a 6 indicates that the demons are effected by instability.

Demons effected by instability instantly dematerialise. The stability of a demonic unit or character can be influenced by magic, and it is possible for specific demons to carry protective charms against dematerialisation. It is left to the GM to introduce non-de-materialising demons into his Warhammer game if he so wishes.

UNCONTROLLED DEMONS

Demons which are summoned, but are not successfully controlled will behave in a manner determined by the GM.

The chart below may prove useful, but should be adjusted by the GM to suit his own game scenario and playing style. The terms 'enemies' and 'friends' refer to those of the summoner himself. Roll a D6.

Dice Roll	Demon's action
1	Do nothing
2	Attack the nearest enemy unit
3	Attack the nearest enemy character
4	Attack the nearest unit
5	Attack the nearest friendly unit
6	Attack the summoner

DEMONS

There are many, many different kinds of Demons: so many that no publication could hope to list them all. The GM should take it upon himself to invent his own, using available models or even conversions to represent them. The Demons presented in the **Battle Bestiary** are only a small selection, included as a starting point and general guide.

A GM who designs his own Demons may wish to give them magical powers and spells. Although a GM is free to invent his own spells, or allot any of the existing spells to his creations, we would recommend that Demons should never be permitted **zone** spells. Zones offer protection against, amongst other things, Demons, but can be destroyed by another zone spell cast so that the two overlap. For a Demon to have a zone spell would make spells such as **Zone of Sanctuary** pointless.

DEMONOLOGISTS FOR BATTLES

Profiles are exactly the same as for ordinary wizards, demonologists have the same limitations on intelligence and the same points values.

DETERMINATION OF SPELLS

The spells available to a demonologist are slightly different from those available to an ordinary wizard.

Demonologist	Battle Magic Spells	Demonist Spells
Level 1	1 of level 1	2 of level 1
Level 2	1 of levels 1 and 2	2 of levels 1 and 2
Level 3	1 of levels 1, 2 and 3	2 of levels 1, 2 and 3
Level 4	1 of levels 1, 2, 3 and 4	2 of levels 1, 2, 3 and 4

Spells can be chosen by the player or by the GM as with battle magic.

ELEMENTALISTS

Elementalists manipulate the four elements or life forces, fire, water, earth and air. Elemental magic allows them to utilise short lived personifications of these forces - creatures known as **Elementals**.

Elementalists have mastery levels and CPs in exactly the same way as other wizards, and can use ordinary battle magic as well as elemental magic. However, they will always have fewer battle magic spells than the equivalent level of ordinary wizard.

ELEMENTALIST SUMMONATION

All summonation spells are performed in a similar manner. The wizard first casts his spell and summons his Elementals, making any **constitution** based roll for success/failure as appropriate. If the spell is cast successfully the Elementals appear, if the spell is not cast successfully nothing happens.

Summoned creatures may or may not do their summoner's bidding, the summoner must test to see if he can control them. Roll 2D6, if the result is equal to or less than the wizard's WP he has controlled the creatures, otherwise the creatures cannot be controlled.

Summoners may augment their WP using CPs **before** rolling the dice, in the same way as they would when augmenting their WP during a magical attack.

DEMATERIALIZATION

Elementals are subject to **instability**. Test at the beginning of each of their turns, roll a D6 - a 6 indicates that the Elemental is effected by instability.

If this the the first time that the Elemental has become unstable then it may not do anything at all until the beginning of its following turn. Otherwise it is uneffected.

If this is the second time that the Elemental has become unstable then it will instantly dematerialise and is destroyed.

UNCONTROLLED ELEMENTALS

Elementals which are summoned, but are not successfully controlled will behave in a manner determined by the GM.

The chart below may prove useful, but should be adjusted by the GM to suit his own game scenario and playing style. The terms 'enemies' and 'friends' refer to those of the summoner himself. Roll a D6.

Dice Roll	Demon's action
1	Do nothing
2	Attack the nearest enemy unit
3	Attack the nearest enemy character
4	Attack the nearest unit
5	Attack the nearest friendly unit
6	Attack the summoner

ELEMENTALISTS FOR BATTLES

Profiles are exactly the same as for ordinary wizards, elementalists have the same limitations on intelligence and the same points values.

DETERMINATION OF SPELLS

The spells available to an elementalist are slightly different from those available to an ordinary wizard.

Elementalist	Battle Magic Spells	Illusionist Spells
Level 1	1 of level 1	2 of level 1
Level 2	1 of levels 1 and 2	2 of levels 1 and 2
Level 3	1 of levels 1, 2 and 3	2 of levels 1, 2 and 3
Level 4	1 of levels 1, 2, 3 and 4	2 of levels 1, 2, 3 and 4

Spells can be chosen by the player or by the GM as with battle magic.

SPELLS

BATTLE MAGIC

AURA OF RESISTANCE

Spell Level 1
Energy 2
Description Aura spells offer protection against harm, this spell offers protection against any wound by increasing the casters saving throw by 1. If he has no normal saving throw the wizard now has a saving throw of 6. Auras may be dispelled by some magic or magical weapons, and so are not a guarantee of invulnerability. A character may only bear one aura at a time, and can dispell his own aura whenever he wishes.

CAUSE ANIMOSITY

Spell Level 1
Energy 4
Description This spell can be cast on any unit with 24" that is already subject to animosity, such as a unit of goblins. The unit will automatically **fail** its next animosity test.

Units and characters effected receive an initial magical saving throw to see whether the spell takes hold or not.

CURE LIGHT INJURY

Spell Level 1
Energy 3
Description This spell can be used by the wizard to heal either himself or one character by touch. The spell takes effect immediately, 1 wound is instantly restored on the character. This spell will **not** work on any character who is suffering from more than one wound; it will not even heal one of his wounds.

A wizard who uses this spell and fails to make a successful cast will **cause** 1 wound rather than heal. There is no saving throw. This spell will work on any single creature, including dragons and monsters. It will not work on a creature that is already slain.

FIRE BALL

Spell Level 1
Energy 1 per fire ball
Description A wizard can literally throw a fire ball at his enemies, causing a great deal of damage and consternation. Creatures effected by fire as a psychological reaction will have to test - they might fear fire for example. A wizard using this spell must throw the fire ball/s immediately, during the Magic portion of the turn. A maximum of one fire ball per mastery level may be thrown in this way. Each fire ball must be thrown at the same target unit or character. Target restrictions apply in the same way as for normal missile fire. Fire balls thrown at units cause damage in the same way as multiple missile hits.

Fire balls have a range of 24" and **automatically hit** their target. Each fire ball causes D3 hits at

strength 3, and D6 points of fire damage on flammable targets. Roll to wound as normal, there is **no** saving throw for armour.

A unit hit by any sort of magic missile, including fire balls does **not** take a magical saving throw.

FLIGHT

Spell Level 1
Energy 3
Description The wizard may immediately fly to a position within 24". He cannot fly through walls, solid objects etc. A weight of up to half his own body-weight can be carried, but no more. The GM may have to interpret weights in some cases: generally speaking this rules restricts wizards from carrying characters other than small children or Halflings.

HAMMERHAND

Spell Level 1
Energy 2
Description This spell endows the wizard with increased fighting potential. He may fight in combat with **twice** as many attacks as normal, any blows struck will be at strength 5. The spell takes effect immediately and lasts until the wizard is wounded, when it is dispersed.

IMMUNITY FROM POISON

Spell Level 1
Energy 2
Description This spell may be cast by the wizard either on himself or any other single character within 3". It takes effect immediately and gives the bearer complete immunity from poisons and venoms for the remainder of the battle - the effect will have worn off by the following day.



STEAL MIND

Spell Level 1
Energy 4
Description This spell may be cast against any single character model within 12" of the wizard. The character receives his usual magic saving throw. If effected the character immediately becomes utterly mindless; unable to do anything but sit on the ground, gibber, dribble and eat grass. The effect is only temporary, lasting for D6 of the effected players turns. The dice can be rolled by the GM in secret, and the result not revealed until the spell wears off.

A mindless creature cannot defend himself, counts as 'prone etc' on the 'to hit' chart and will not voluntarily move. He may be dragged by his friends at half-pace.

STRENGTH OF COMBAT

Spell Level 1
Energy 1
Description This spell allows the caster to increase one of his/her fighting characteristics (Move, Ws, Bs, S, T, W, I and A) by 1. The effect lasts from the moment the spell is cast until the following morning - and so usually lasts through an entire battle. Any attempt to cast this spell more than once will simply remove the older spell.

WIND BLAST

Spell Level 1
Energy 2
Description This spell causes a terrific blast of wind, aimed specifically at a single target unit or character within 24". Troops hit in this way will be knocked to the ground and may not move or fire missiles. The effect lasts until the wizard either casts new magic, moves or is engaged in combat. Troops behind hedges, walls, in buildings or cover of any kind are not effected. If the blast is directed into hand-to-hand combat both sides will be effected, the number of combat hits caused on both sides during the next round of combat will be halved.

A unit effected by a wind blast does **not** receive a saving throw against magic.

AURA OF PROTECTION

Spell Level 2
Energy 3
Description Aura spells offer protection against harm, this spell offers protection against any wound by increasing the casters saving throw by 2. If he has no normal saving throw the wizard now has a saving throw of 5 or 6. Auras can be dispelled by some magic or magical weapons, and so are not a guarantee of invulnerability. A character may only bear one aura at a time, and can dispell his aura whenever he wishes.

CAUSE FRENZY

Spell Level 2
Energy 4
Description This spell induces **frenzy** into a unit of troops within 24". The unit becomes subject to frenzy, and will have to make the appropriate psychological test.

This spell will not effect creatures not normally effected by psychological reactions, such as undead. The unit under attack receives an initial magical saving throw to see whether the spell takes hold or not.

CAUSE HATRED

Spell Level 2
Energy 4
Description This spell induces **hatred** into a unit of troops within

24". The unit become subject to hatred against any single enemy unit that the casting wizard wishes, and will have to make the appropriate psychological test at the beginning of each of their subsequent turns.

This spell will not effect creatures not normally effected by psychological reactions, such as undead. The unit under attack receives an initial magical saving throw to see whther the spell takes hold or not.

CAUSE PANIC

Spell Level 2
Energy 3
Description This spell induces **panic** into a unit of troops within 24". The unit receives a magical saving throw, and, if effected, makes an immediate test to see if effected by panic. If effected by panic the unit must obey the normal panic rules during their **next** turn.

This spell will not effect creatures not normally effected by psychological reactions, such as undead.



HOLD FLIGHT

Spell Level 2
Energy 4
Description This spell can be cast at any routing unit within 24". At the end of the turn, when the unit would otherwise test to rally, the unit is rallied automatically - without recourse to a dice throw. The unit does **not** make any magical saving throw, but is always effected.

LIGHTNING BOLT

Spell Level 2
Energy 2 per lightning bolt
Description This spell is a powerful version of the fire ball spell, allowing the caster to throw bolts of lightning rather than fire. Creatures effected by fire as a psychological reaction will have to test as if struck by fire. A wizard using this spell must throw the lightning bolt/s immediately, during the Magic portion of the turn. A maximum of one bolt per mastery level may be thrown in this way. Each lightning bolt must be thrown at the same target. Target restrictions apply in the same way as for normal missile fire. Lightning bolts thrown at units cause damage in the same way as multiple missile hits.

Lightning bolts have a range of 24" and **automatically hit** their target. Each lightning bolt causes D3 hits at strength 4 and D4 points of fire damage on flammable targets. Roll to wound as normal there is no armour saving roll.

A unit hit by any sort of magic missile, including fire balls does **not** take a magical saving throw.

MYSTIC MIST

Spell Level 2
Energy 4
Description This spell creates an area of mist 6" in diameter anywhere on the table. Troops caught in the mist, cannot see out of it or through it, troops outside cannot see into it or past it. Troops inside move at **half rate**. The mist will last for 2D6 of the wizard players turns, and disperse at the end of the last turn. The GM should keep a record of how long the mist will last for, he can determine this secretly if he wishes.

SMASH

Spell Level 2
Energy 3
Description This spell can be cast onto a door, wall or other inanimate surface or object. It will not work on a creature - living or undead. The wizard must be touching the surface to be affected. The spell delivers D3 strength 10 hits.

ZONE OF SANCTUARY

Spell Level 2
Energy 3
Description The wizard creates a 6" diameter zone centred around himself. The zone lasts for the rest of the battle, until it is destroyed or until the wizard moves. All models inside the zone become immune to all psychological reaction what-so-ever. The zone may not be entered by any undead, ethereal, demonic or elemental creature, nor may such creatures fire missiles or employ magic into the zone.

Whilst a wizard is maintaining a zone he may not cast any new magic, nor may he claim to be resting. Two or more zones may not overlap, if they do so both zones are destroyed.

ZONE OF STEADFASTNESS

Spell Level 2
Energy 3
Description The wizard creates a 6" diameter zone centred around himself. The zone lasts for the rest of the battle, until it is destroyed or until the wizard moves. All friendly models inside the zone become immune to all psychological reaction what-so-ever, fight in combat with **three times** as many attacks as normal and receive a saving throw bonus of +1, giving an unarmoured model a save of a 6.

Whilst a wizard is maintaining a zone he may not cast any new magic, nor may he claim to be resting. Two or more zones may not overlap, if they do so both zones are destroyed.

ANIMATE SWORD

Spell Level 3
Energy 6 +2 per turn to maintain
Description The wizard takes a normal non-magical sword and imbues it with a temporary life of its own. The sword can now act independantly of the wizard, flying through the air and fighting in any way he wishes. The weapon has a profile of M6 WS6 BS0 S4 A2. After his first turn the wizard must expend a further 2 energy points a turn to maintain the spell **plus** 1 point for each hit scored on the sword by its opponents last turn. He may cast further magic whilst doing so, but he may not rest.

You can make an animated sword model using a wire frame and a suitable sword from a 'weapons pack'.

ARROW INVULNERABILITY

Spell Level 3
Energy 8
Description The wizard may cast this spell onto either himself, or any other character or unit within 12". The spell will make the target completely invulnerable to any kind of normal missile fire, including arrows, crossbow

bolts, thrown weapons or large seige weapons. The spell will not offer protection from magic missiles, such as fire balls.

This spell will last from the moment it is cast for a period of 2D6 of that player's turns inclusive. The GM can make this role in secret, and not reveal when the spell wears off.

CAUSE COWARDLY FLIGHT

Spell Level 3
Energy 6
Description This spell can be cast at any unit within 24". The unit will rout automatically, as if it had just been routed during that turn's combat. This does not effect any other units in any way, not even units in combat with the unit being magically routed. The target unit receives a normal magical saving throw, and must then test for routing.

CAUSE FEAR

Spell level 3
Energy 5
Description This spell induces **fear** into a unit of troops within 24". The unit becomes subject to fear against **all** potential combat opponents, and will have to make the appropriate psychological test whenever they charge or are charged.

This spell will not effect creatures not normally effected by psychological reactions, such as undead. The unit under attack receives an initial magical saving throw to see whether the spell takes hold or not.



CAUSE INSTABILITY

Spell Level 3
Energy 6
Description This spell effects every unit on the table that is already subject to instability. Instead of having to make their next test for instability, each unit is **automatically** unstable and must roll for effect where appropriate.

Units and characters effected receive an initial magical saving throw to see whether the spell takes hold or not.

CAUSE STUPIDITY

Spell Level 3
Energy 5
Description This spell induces **stupidity** in a unit of troops or character within 24" **and** at the same time lowers the target's **intelligence** by D6 points. The unit becomes subject to stupidity and will have to make the appropriate psychological test.

This spell will not effect creatures not normally effected by psychological reactions, such as undead. The unit under attack receives an initial magical saving throw to see whether the spell takes hold or not.

Diminished intelligence may have other side effects, especially on wizards; who are limited in their number of spells by their Int level.

CURSE OF ARROW ATTRACTION

Spell Level 3
Energy 6
Description This spell may be cast at any unit within 24". The target receives a magical save to see whether it is effected. If it is effected the unit becomes cursed for the rest of the battle. Any missiles, apart from magical missile attacks, such as fire balls, fired at targets anywhere within 24" of the unit will re-direct themselves at the cursed unit. Missiles which have insufficient range to reach their new target will fall short and cause no damage. Missiles fired from the cursed unit will turn about in mid-air and strike their firers.

DISPEL AURA

Spell Level 3
Energy 4
Description This spell can be cast on any single character within 24" using a magical aura of level 1 or 2. The character does not receive a magical saving throw, the aura is instantly dispelled. Note that this spell does not effect auras of a higher level.

MAGIC BRIDGE

Spell Level 3
Energy 8
Description This spell is used to create a solid bridge over any obstacle, such as a river, bog or whatever. The spell can be used to create a bridge between the ground and the top of a fortress wall if desired. The bridge begins at the wizard's feet, and extends before him up to a distance of 6" per mastery level. A magic bridge is 4" wide and can be crossed without penalty. Once created a magic bridge can be dispelled anytime by its creator. Otherwise it will last until the next morning, when it will crumble into nothing.

TRANSFER AURA

Spell Level 3
Energy 5
Description Aura spells can only be cast onto the wizard employing the spell. However, an aura can be transferred onto any other character within 2". The character receiving the aura must make a magical save as if he were under magical attack, if he makes the save the aura is **not** transferred but lost. Wizards may enhance their spell to ensure transference.

AURA OF INVULNERABILITY

Spell Level 4
Energy 16
Description Aura spells offer protection against harm, this spell offers protection by nullifying the next 4 wound points caused on the character. Auras can be dispelled by magical weapons, and so are not a guarantee of complete invulnerability. A character may only bear one aura at a time, and can dispell his own aura whenever he wishes.



BLAST

Spell Level 4
Energy 10
Description This spell is the most powerful of the fire ball/lighting type spells. Creatures effected by fire as a psychological reaction will have to test as if struck by fire. A wizard using this spell must throw the blast immediately, during the Magic portion of the turn. The blast can be directed at any unit, character or building subject to target restrictions as for normal missile fire. Blasts thrown at units cause damage in the same way as multiple missile hits.

A blast has a range of 24" and **automatically hits** its target. The blast causes D6 hits at strength 8, and 4D6 points of fire damage on flammable targets. Roll to wound as normal. Wounds caused by a blast have no normal armour saving roll.

A unit hit by any sort of magic missile, including a blast does **not** take a magical saving throw.

CHANGE ALLEGIANCE

Spell Level 4
Energy 8
Description This spell can be cast against any unit or character within 24". The target has a normal magical saving throw. If effected the target changes sides for the rest of the battle, and can now be controlled by the player as if it was one of his own units/characters. The spell endures during the battle, but wears off during sleep.

CURE SEVERE WOUND

Spell Level 4
Energy 10 per wound
Description This spell can be used by the wizard to heal either himself or one other character by touch. The spell takes effect immediately, 1 wound is instantly restored for every 10 CPs used.

The spell will work on any single model, even creatures such as dragons or other monsters. The spell will not work on a slain creature.

ENCHANT WEAPON

Spell Level 4
Energy 8
Description This spell allows the wizard to **enchant** one ordinary weapon. An enchanted weapon has no special powers, but counts as a **magical weapon** for the rest of the battle. After the battle the weapon returns to normal.

STAND STILL

Spell Level 4
Energy 12
Description This spell can be cast at any unit within 24". The target receives the usual magic save, and if effected will not be able to move, fire missiles or do anything else for the remainder of the game. The effect wears off the next morning, by which time all of their boot laces will have been stolen.

STRENGTH OF MIND

Spell Level 4
Energy 6
Description This spell allows the caster to increase one of his/her personal characteristics (Ld, Int, Cl and WP) by 1. This can take levels to above 10. The effect lasts for the rest of that day, and will have worn off by the next morning. Any attempt to cast this spell more than once will simply remove the older spell.



NECROMANTIC SPELLS

DESTROY UNDEAD

Spell Level 1
Energy 2
Description This spell can be cast against any unit of Skeletons, Zombies or ethereal creatures within 12". The unit receives the usual magical save, and if effected D6 of the creatures are dispelled, crumbling instantly into dust or simply vanishing. The target receives the normal magical saving throw.

HAND OF DEATH

Spell Level 1
Energy 1
Description This spell endows the wizard with increased fighting potential. Any combat hit will automatically cause 1 wound on the target. The spell takes effect immediately and lasts until the wizard is wounded, when it is dispelled. Victims do **not** receive a magical save.

SUMMON SKELETON CHAMPION

Spell Level 1
Energy 4
Description The necromancer can use this spell to summon a single Skeleton champion. A Skeleton champion can act as a leader/controller for an undead unit. He will appear within 3" of the summoner.

SUMMON SKELETONS

Spell Level 1
Energy 4
Description The necromancer can use this spell to summon a band of D6 Skeletons. The creatures will be normal Skeletons in a single unit, which will appear within 3" of the necromancer.

ZONE OF LIFE

Spell Level 1
Energy 2
Description The wizard creates a 6" diameter zone centred around himself. The zone lasts for the rest of the battle, until it is destroyed or until the wizard moves. The wizard may forbid any undead or ethereal creatures from entering the zone, or from firing missiles or employing magic into the zone.

Whilst a wizard is maintaining a zone he may not cast any new magic, nor may he claim to be resting. Two or more zones may not overlap, if they do then both zones are destroyed.

CONTROL UNDEAD

Spell Level 2
Energy 3
Description The wizard may cast this spell at any Skeleton or Zombie unit within 24". The unit receives the usual saving throw, and, if effected, is taken over by the wizard. The unit is now moved and controlled directly by the necromancer player, subject to the usual control range restrictions.

This spell enables necromancers to take over and control hostile units of undead. Any number of units may be taken over in this way.

EXTEND CONTROL

Spell Level 2
Energy 3
Description This spell enables the necromancer to extend his normal range of undead control from 12 to 24" inches. The spell is effective for the rest of the battle.

HAND OF DUST

Spell level 2
Energy 3
Description This spell endows the wizard with increased fighting potential. Any combat hit will automatically cause D6 wounds on the target. The spell takes effect immediately and lasts until the wizard is wounded, when it is dispelled. Victims do not receive a magical save.

STOP INSTABILITY

Spell Level 2
Energy 2
Description This spell can be cast on any unit of undead or ethereal creatures within 24". The unit will ignore their next occurrence of instability, even if magically induced. A unit may only carry one of these spells at a time.

SUMMON SKELETON MINOR HERO

Spell Level 2
Energy 8
Description The necromancer can use this spell to summon a single Skeleton minor hero. A Skeleton minor hero can act as a leader/controller for an undead unit. He will appear within 3" of the summoner.

ANNIHILATE UNDEAD

Spell Level 3
Energy 12
Description This spell effects all undead and ethereal creatures within 12" of the wizard. All units and characters within this distance will be destroyed. Units and characters receive a normal magical saving throw.

LIFE IN DEATH

Spell Level 3
Energy 10
Description This spell may be cast by the wizard on himself. Its effects will last until dawn the following day. If during this time the necromancer is slain his spirit will be free to inhabit the body of any other living creature during the next 2D6 turns. The wizard's invisible spirit has a move allowance of 6" and must begin from the body. The spirit must touch a host creature in order to inhabit it. The host **does** receive a magic saving throw. If this is successful the wizard may **not** inhabit that body, otherwise the host is, in effect, destroyed.

As a spirit the wizard has no magical or physical powers at all. Having acquired his new body the necromancer regains all of his original personal characteristics and magical powers, but not his fighting characteristics, which will now be those of the host creature.

The wandering spirit cannot be harmed by physical powers or magic; but may not enter a magical zone as if it were an ethereal creature. If the spirit fails to find a new body within the time allowance the necromancer is destroyed, and his spirit blown to the winds.

RAISE DEAD

Spell Level 3
Energy 12
Description This spell can only be cast within a grave yard or burial ground of some kind. A tomb or crypt would be a good place. The wizard can raise one of the following groups of undead creature. 6D6 Skeletons, 6D6 Zombies, 3D6 Ghouls or D6 Mummies. The creatures so raised will fight on the wizard's behalf for the remainder of the battle, and will then crumble away. Skeletons and Zombies will have to be controlled as normal.

SUMMON SKELETON HORDE

Spell Level 3
Energy 12
Description The necromancer can use this spell to summon a horde of 6D6 Skeletons. The creatures will be normal Skeletons in a single unit, which will appear within 3" of the necromancer.

CURSE OF UNDEATH

Spell Level 4
Energy 18
Description This spell may be cast against any character within 24". The victim receives a magical save, and if effected will fall under the wasting malady of 'undeath'. At the beginning of each of his turns the character loses 1 point of strength. When his strength reaches zero he becomes one of the undead - his strength returns to normal but his WP drops to 3. Any magical powers are lost. As one of the undead the character may now be controlled in the same manner as a Skeleton or Zombie.

This spell can only be used against sentient individuals such as heroes and wizards, it will have no effect on large monsters. It can be used on single ordinary individuals, a Men, Elf etc, but not on large humanoids over 10' tall, such as Trolls, Ogres or Giants.

SUMMON SKELETON MAJOR HERO

Spell Level 4
Energy 12
Description The necromancer can use this spell to summon a single Skeleton major hero. A Skeleton major hero can act as a leader/controller for an undead unit. He will appear within 3" of the summoner.



TOTAL CONTROL

Spell Level 4
Energy 12
Description This spell enables the necromancer to extend his normal range of undead control to cover the entire battlefield. The spell is effective for the rest of the battle.

WIND OF DEATH

Spell Level 4
Energy 35
Description This spell causes a wind of death to pass over the battlefield. A wind of death drains the life vitality out of all living creatures causing one automatic strength 3 hit on every living creature on the table. Units receive casualties as if they had been hit by missiles, there is no armour saving throw. The wind of death effects even the casting wizard. There is no magical saving throw.

In a campaign game the wind of death can be used to effect an area such as a town. The area effected will take the form of a circle centred on the wizard and 2400 yards, or 1200 tabletop inches in radius.

ILLUSIONIST SPELLS

ASSUME ILLUSIONARY APPEARANCE

Spell Level 1
Energy 1
Description The wizard assumes the appearance of any other living bi-pedal creature under 10' in height. The wizard can appear in the guise of a specific individual if he wishes.



BEWILDER FOE

Spell Level 1
Energy 4
Description This spell can be cast on any character or single model within 12". It is not an illusion as such, and so does not need to be maintained, and does not interfere with the maintenance of other illusions. The target receives the usual magic saving throw. If effected the character becomes bewildered during his next turn, he will move a half-pace in a totally random direction, if in combat he will not attack and counts as 'prone' on the 'to hit' chart. If he is a wizard he will not be able to use magic and any magic currently employed is dispelled.

CAMOUFLAGE ILLUSION

Spell Level 1
Energy 2
Description This illusion alters the appearance of the wizard so that he seems to be slightly removed from his actual position. This makes him very difficult to hit during combat or missile fire, accordingly attackers must deduct 1 from their 'to hit' dice.

CLOAK ACTIVITY

Spell Level 1
Energy 1
Description This illusion allows the wizard to perform any act whilst appearing not to. He will still appear as occupying the same space, but instead of, for example, striking against someone, he could appear as if he is quietly whistling or chatting innocently. The victim of his actions will think he has been struck out of thin air! This illusion also allows characters to steal fairly easily.

CLONE IMAGE

Spell Level 1
Energy 2 per image
Description This illusion allows the wizard to create one or more clone images of himself, up to a maximum of 1 per mastery level. The wizard will appear to split into 2, 3 or more identical images - only one of which is the real wizard. Each image can be moved individually, leaving the wizard's opponent unsure which is the true one. The wizard may maintain the whole group of images as a single illusion.

Players will have to provide a group of models to allow this spell to work. The best policy is to remove the wizard model and replace it with a whole selection of other models - one of which can be marked on its base as the real wizard.

BANISH ILLUSION

Spell Level 2
Energy 3
Description The wizard may use this spell against any unit, character or object within 24" which he suspects to be an illusion. If the target is an illusion it will disappear.

CONFOUND FOE

Spell Level 2
Energy 8
Description This illusion can be cast by a wizard who has just suffered combat damage that turn - it can be cast **even if he has been killed**, so it is a somewhat exceptional spell. The spell has the effect of negating all combat damage sustained during that turn, just as if it didn't really happen - **because it didn't!** This spell does not alter the results of combat, routs, push backs or whatever - it just restores the caster to full health.

ILLUSION OF BUILDINGS

Spell Level 2
Energy 2 per building section
Description This illusion allows the wizard to create the appearance of a building, or group of buildings, anywhere on the table. Each 4"x 4" building section created will cost 2 energy points. Illusions of buildings will present the appearance of villages, towns, or whatever the wizard chooses. Troops covered by the illusion will be hidden from view, but troops occupying the spaces presenting an illusion of streets or open ground will be seen normally.

ILLUSION OF WOODS

Spell Level 2
Energy 5 per wood area - approx. 6" x 6".
Description This illusion allows the wizard to create the appearance of a wood anywhere on the table. Each area created costs 5 energy points. Troops covered by an illusion of a wood cannot be seen, but can see out of the wood normally.



GHOSTLY APPEARANCE

Spell Level 2
Energy 3
Description The wizard assumes the appearance of any undead creature. The wizard can appear in the guise of a specific individual if he wishes. This does not stop him using his normal magical powers. The wizard does **not** make a magical saving roll against this spell it will work automatically.

HALLUCINATE

Spell Level 2
Energy 4
Description This spell may be cast at any unit or individual within 24". The target unit receives the usual saving roll. If effected the unit must instantly test psychology as if it were being charged by any creature of the wizard's choosing. If the unit passes any resulting psychological factors the hallucination is dispelled.



ILLUSION OF ENEMY

Spell Level 3
Energy 6
Description This spell creates an illusion of a unit of up to 20 humanoid creatures, 10 undead or ethereal creatures, or a single monster or lesser demon. The illusion appears within 24" of the wizard, and can be controlled by him as if it were a real unit.

ILLUSION OF MIGHTY APPEARANCE

Spell Level 3
Energy 6
Description The wizard assumes the appearance of any creature he wishes.

UNIVERSAL CONFUSION

Spell Level 3
Energy 8
Description This illusion effects all troops on the table during the opposing players next turn. During the turn movement rates are all halved, as troops start to meander about and wonder where they are. Missile troops fire with a -1 'to hit' as their minds wander and their aim goes off. In combat all troops become slack and suffer a -1 'to hit' modifier.

This illusion lasts only for a single turn - which will always be the turn of the opposing player.

VANISH

Spell Level 3
Energy 6
Description This is not a true illusion, but does have the effect of dispelling any illusions currently maintained by the caster. The wizard vanishes into thin air. He may return to the battlefield at any time at the start of any of his subsequent turns during the battle, but must return to within 12" of the exact point where he vanished.

DESTROY ILLUSIONS

Spell Level 4
Energy 8
Description All illusions on the table currently maintained by wizards of either side are instantly dispelled.

ILLUSION OF ARMY

Spell Level 4
Energy 12
Description The wizard can create an illusion of 2D6 units of 20 humanoid or undead troops. These units appear at the players table edge, or anywhere within 12" of the wizard.

ILLUSION OF DARKNESS

Spell Level 4
Energy 15
Description The wizard can create an illusion of complete darkness 6" in radius with the centre anywhere within 48" of himself. This darkness is magical, and cannot be dispelled by ordinary light. Within the area troops can only move in a random direction at $\frac{1}{2}$ pace, whilst missile fire and combat is impossible. Troops within the area are totally blind, and cannot even see their hands in front of them or a lighted torch held before them.

TELEPORT

Spell Level 4
Energy 20
Description This is not a true illusion, but does have the effect of dispelling any illusions currently maintained by the caster. The wizard vanishes into thin air. He may return to the battlefield at any time at the start of any of his subsequent turns during the battle. He does not have to return if he does not wish. Unlike with a **Vanish** spell, a wizard using this spell may reappear anywhere he likes within a radius of 100 miles, and so may safely get home or to a safe spot. In campaign games a wizard may use this spell to travel great distances at a time - but should be limited to a maximum of 3 uses per day.

DEMONIC SPELLS

BIND DEMON

Spell Level 1
Energy 3
Description This spell can be used against up to D6 Lesser Demons or a single Greater Demon within 24". The Demon receives a magical saving throw, and if effected will not be able to move, shoot missiles, strike in combat or use magic during his next turn. The Demon will be held in a complete stasis - unable to do anything. In combat he will count as prone.

DISPEL LESSER DEMON

Spell Level 1
Energy 1
Description This spell allows the wizard to dispel a single Lesser Demon within 12". The Demon receives a magical saving throw. If dispelled the Demon will vanish.

SUMMON GUARDIAN

Spell Level 1
Energy 3
Description This spell allows the wizard to summon a single Lesser Demon. A Lesser Demon will take the form of the creature described in the Battle Bestiary.

Once summoned a demonic guardian will appear within 3" of the wizard. If the wizard controls the Demon it will serve him for the remainder of the battle and then disappear. If the wizard is slain the guardian will disappear immediately.

Only one guardian may be summoned at any one time.

SUMMON STEED

Spell Level 1
Energy 1
Description This spell allows the wizard to summon a demonic steed to bear him. A demonic steed can take many forms, but usually appears in the form of a warhorse,

with flaming eyes and mouth. The steed has the same profiles and capabilities as a normal warhorse, but, in addition, causes **fear** in all living creatures.

Once summoned a demonic steed will appear within 3" of the wizard. If the wizard controls the steed it will serve him for the remainder of the battle and then disappear. If the wizard is slain the steed will disappear immediately.

ZONE OF DEMONIC PROTECTION

Spell Level 1
Energy 2
Description The wizard creates a 3" diameter zone centred around himself. The zone lasts for the rest of the battle, or until it is destroyed or until the wizard moves. The wizard may forbid any Demons from entering the zone, or from firing missiles or employing magic into the zone.

Whilst a wizard is maintaining a zone he may not cast any new magic, nor may he claim to be resting. Two or more zones may not overlap, if they do then both zones are destroyed.

STOP DEMONIC INSTABILITY

Spell Level 2
Energy 3
Description This spell can be cast on any demonic unit or individual Demon within 24". The unit will ignore their next occurrence of instability, even if magically induced. A unit may only carry one of these spells at a time.

SUMMON ENERGY

Spell Level 2
Energy 3
Description The wizard may use this spell to summon pure unadulterated power of demonic origin. The energy appears as writhing mist, and must be controlled in the usual way. If successfully controlled the energy enters into the wizard and increases his Constitution by 4D6 points - but **not** to over his normal maximum.

SUMMON LESSER DEMONS

Spell Level 2
Energy 5
Description The demonologist can use this spell to summon a unit of 3D6 Lesser Demons. The unit will appear within 3" of the wizard.

SUMMON MAGICAL AID

Spell Level 2
Energy 4
Description The wizard can use this spell to summon demonic aid in the form of a spell. The aid appears as a writhing mist, and must be controlled in the usual way. If successfully controlled the wizard may select any battle spell or demonic spell of his own level or lower. This spell may be cast **once** by the wizard in the normal way.

ZONE OF DEMONIC NULLIFICATION

Spell Level 2
Energy 5
Description The wizard creates a 3" diameter zone centred around himself. The zone lasts for the rest of the battle, or until it is destroyed or until the wizard moves. Any Demon within the zone, or who attempts to enter the zone will instantly become unstable and disappear. The wizard may forbid any Demons from firing missiles or employing magic into the zone.

Whilst a wizard is maintaining a zone he may not cast any new magic, nor may he claim to be resting. Two or more zones may not overlap, if they do then both zones are destroyed.

DISPEL DEMON HORDE

Spell Level 3
Energy 10
Description This spell allows the wizard to dispel any single unit of Lesser Demons within 24". The unit receives a magical saving throw. If dispelled the unit vanishes.

SPREAD INSANITY

Spell Level 3
Energy 8
Description This spell causes an awesome awareness of diabolic power in all living creatures within 12" of the wizard. Every unit or character within this area must test as if it had just been **routed** in combat. Any unit failing the test will rout away from the wizard.

Any unit effected by this spell has a normal magic saving throw.

SUMMON DEMON HORDE

Spell Level 3
Energy 8
Description The demonologist can use this spell to summon a unit of 6D6 Lesser Demons. The creatures will appear within 3" of the wizard.

SUMMON GREAT POWER

Spell Level 3
Energy 6
Description The wizard may use this spell to summon pure unadulterated power of demonic origin. The energy appears as writhing mist, and must be controlled in the usual way. If successfully controlled the energy enters into the wizard and increases all of his characteristics by +1. This may take characteristics to above normal levels. The effect lasts for the remainder of the battle.

DISPEL GREATER DEMON

Spell Level 4
Energy 25
Description This spell allows the wizard to dispel a single Greater Demon within 24". The Demon receives a magical saving throw. If dispelled the demon will vanish.

SUMMON GREATER DEMON

Spell level 4
Energy 25
Description The demonologist can use this spell to summon a single Greater Demon. The creature will appear within 3" of the wizard.

SUMMON TOTAL POWER

Spell Level 4
Energy 40
Description The wizard may use this spell to summon pure unadulterated power of demonic origin. The energy appears as writhing mist, and must be controlled in the usual way. If successfully controlled the energy enters into the wizard and increases all of his characteristics by +2. This may take characteristics to above normal levels. The effect lasts for the remainder of the battle.

In addition the wizard increases his Constitution by 10D6 points - this **can** take his CP to above its normal maximum level. This spell cannot be cast if the wizard's CP is already above his normal maximum: power of such a magnitude would destroy its bearer.

DEMONIC PORTAL

Spell Level 4
Energy 20
Description The summoner opens up a portal between the natural world and a demonic world, allowing uncontrolled

demon hordes to pass unhindered. The portal appears anywhere within 24" of the wizard. The summoner **cannot control** the demons that appear, which will behave either in a random manner, or according to the GMs whim. Demons summoned in this way will always charge the nearest non-demonic troops of either side as soon as they get the opportunity.

6D6 Lesser Demons and 1 Greater Demon are unleashed upon the world at the start of each of the summoning player's following turns. The Demons are moved during the summoners turn, but are not allied to him and will not spare him from the slaughter, even though he is the one who has given them this chance to indulge in mayhem and destruction.

The demonic portal remains open for 10xD6 turns, or until daybreak, whichever is the sooner. As the portal closes any remaining demons will become unstable and disappear.

ELEMENTAL SPELLS

ASSAULT OF STONE

Spell Level 1
Energy 3
Description A wizard using this spell causes an assault of stones to burst upon any enemy unit within 24". This is a magic missile attack, causing damage like missile weapons - but worked out in the Magic portion of the turn. Target restrictions apply in the same way as for normal missile fire. Stones thrown at units cause damage in the same way as multiple missile hits.

An assault of stones has a range of 24" and **automatically hits** its target causing 2D6 hits at strength 4. There is a normal armour saving throw, but no magic save.

BLINDING FLASH

Spell Level 1
Energy 2
Description This spell causes temporary blindness in all models within 6" of the caster. The spell takes effect immediately and lasts through the next (i.e. the other player's) turn. Blinded models may move totally randomly at $\frac{1}{2}$ pace, but may not shoot, combat or use magic. Recovery is automatic. There is **no** magic saving throw.

BREATHE UNDER WATER

Spell Level 1
Energy 1
Description A wizard may cast this spell on himself or any individual by touch. It will allow the individual to breathe in any atmosphere, under water or even in a complete vacuum. Airborne poisons have no effect on the character. The spell lasts for the rest of the battle, wearing off by the following day.

CLOUD OF SMOKE

Spell level 1
Energy 2
Description This spell allows the wizard to create a cloud of smoke 3" in radius centred upon himself. The cloud will not move with the wizard, but remains stationary. The cloud will last for D6 of the wizard's turns, and disperse at the end of the last turn. Troops in the cloud cannot see out of it or through it, troops outside cannot see into it or past it. Troops inside move at **half rate**. The GM should keep a record of how long the smoke will last for, he can determine this secretly if he wishes.

HAND OF FIRE

Spell Level 1
Energy 1
Description This spell endows the wizard with increased fighting potential, turning his weapons into burning flame. In combat all hits count as magical, at +1 strength, whilst any flammable target struck receives D4 points of fire damage. The spell takes effect immediately and lasts for the remainder of the battle, or until the wizard dispels it of his own accord.

MAGIC LIGHT

Spell Level 1
Energy 1
Description This spell allows the wizard to produce a magic light from his hand. The magic light illuminates an area 6" in radius around the wizard, and allows him to be seen in complete darkness as if it were normal daylight. The light lasts until it is dispelled by the wizard. A magic light can be thrown by the wizard up to a distance of 6" away. Once thrown the light lasts until the end of the turn and then dies. The light can be thrown at a single individual target, hits automatically and blinds the target for the following move (see Blinding Flash).

WALK ON WATER

Spell Level 1
Energy 2
Description This spell allows the wizard to walk on water, it takes effect as soon as the wizard steps onto water and is dispelled as soon as the wizard steps off the water, onto dry land. The spell also allows the wizard to traverse marshes, pools etc without a difficult ground penalty.

ZONE OF HIDING

Spell Level 1
Energy 3
Description The wizard creates a 3" radius zone centred around himself. The zone lasts for the rest of the battle, until it is destroyed or until the wizard moves. All models inside the zone assume a chameleon like identity with the surrounding terrain. So long as they remain stationary they are impossible to see at distances of above 6", and at below this range any missile shots have a -2 'to hit' modifier. If models within the range enter combat **both sides** will be at -1 'to hit'.

Whilst a wizard is maintaining a zone he may not cast any new magic, nor may he claim to be resting. Two or more zones may not overlap, if they do so both zones are destroyed.

CAUSE FIRE

Spell Level 2
Energy 4
Description The wizard can cause any one source of flammable material to burst into flames, gaining 10+D6 fire damage points instantly. This spell can be directed against any one flammable creature, such as a Mummy, in which case they receive the usual magic saving throw.

CAUSE RAIN

Spell Level 2
Energy 4
Description The wizard causes a sudden torrential burst of rain across the battlefield. This takes effect immediately and lasts until the end of the next turn (i.e. the other player's turn). Fires of less than 10 fire damage points are extinguished automatically, other fires will not gain extra points that turn. Long range missile fire becomes impossible, short range missile fire suffers a -1 'to hit' modifier. Fire based magic is instantly dispelled, whilst any flaming effects of magical weapons are nullified for the duration. Gunpowder weapons such as bombards cannot fire during the rain.

CLAP OF THUNDER

Spell Level 2
Energy 5
Description The wizard causes a clap of thunder across the battlefield. All stupid troops and all troops with an intelligence of 3 or less must test as if being charged by something they **fear**. Animals only test if they do not have handlers or riders.

EXTINGUISH FIRE

Spell Level 2
Energy 4
Description The wizard can use this spell to try to put out fires, such as burning buildings. The spell can be directed against any single burning building section, or a single burning character. The target will deduct 10+D6 fire damage points from its current total. A burning creature does not have to make a magical save for this spell to work.

MOVE OBJECT

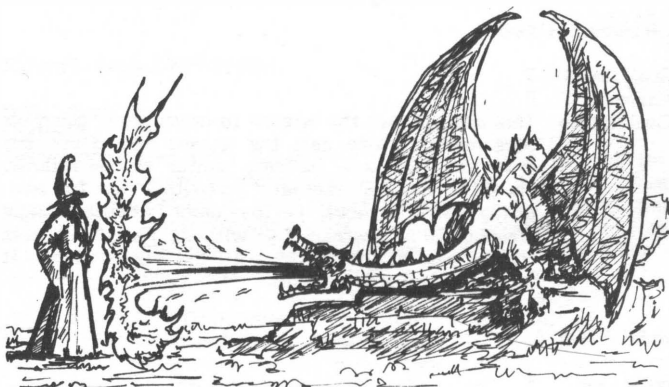
Spell Level 2
Energy 3
Description The wizard can use this spell to cause aerial drafts, enabling him to slam shut doors or move light objects such as parchments. He can open or close any unlocked, unbolted door within 12" or move any unsecured light-weight item a distance of 6".

PART WATER

Spell Level 2
Energy 4
Description The wizard may cast this spell against any river up to 4" wide within 24". The river will instantly part, producing a gap of 4" width which can be moved across on foot. The water will remain parted until the wizard dispels it, which he may do at anytime - even during his opponent's turn.

RESIST FIRE

Spell level 2
Energy 3
Description A wizard can cast this spell on himself in order to protect himself from damage caused by fire or flaming weapons. Any fire based attack, including fire balls and magical weapons with a flame type of attack, have no effect at all on the character. The spell lasts for the remainder of the battle.



WITHER VEGETATION

Spell Level 2
Energy 4
Description The wizard can use this spell against any section of wood or hedge within 24". The section of vegetation instantly withers away to nothing and is removed from play.

BANISH ELEMENTAL

Spell Level 3
Energy 10
Description This spell allows the wizard to dispel a single Elemental within 12". The Elemental receives a magical saving throw. If dispelled the Elemental will vanish.

BECOME ETHEREAL

Spell Level 3
Energy 7
Description The wizard can use this spell to enter an ethereal state. In this state he may not use magic or rest to regain CPs. He can move about as normal, but cannot attack in combat or use missile weapons. Whilst ethereal the wizard cannot be effected by non-magical weapons, he can move through solid objects, such as walls, and can cross obstacles or difficult ground, including water, without penalty. He can also become visible or invisible at will.

The wizard can remain ethereal for as long as he likes. His clothing and immediate possessions also become ethereal, but not other creatures he is touching or mice that he has secreted in his pockets.

BREATHE FIRE

Spell Level 3
Energy 10
Description The wizard gains the ability to breathe fire **three times** during the rest of the battle. This is done during normal missile shooting. Fire breath can be aimed at any unit or character within 12" - subject to the normal rules for targetting on characters. It will cause damage on a unit like multiple missile hits, causing 2D6 automatic hits at strength 4.

CREATE QUICKSAND

Spell Level 3
Energy 9
Description The wizard can create an area of quicksand 3" in radius with the centre anywhere within 24" of himself. He can create quicksand underneath units if he wishes. An area of quicksand counts as double difficult ground, slowing movement down to $\frac{1}{2}$ pace. In addition every model within the area has a chance of being sucked down and killed. Roll a D6 for each model, if the score is equal to or less than the model's Toughness it has been sucked down and suffocated. Troops who do not need air, such as undead are trapped below the ground and unable to move at all. There is no magical save. The quicksand will last for the remainder of the battle or until it is dispelled.

CRUMBLE STONE

Spell Level 3
Energy 9
Description This spell allows the wizard to crush stone using his bare hands. Once cast the wizard can effect any stone or brick built building, statue etc as follows. He will cause D6 automatic strength 8 hits for each of his normal attacks. He may elect to cause a single strength 10 hit instead if he wishes. The effect lasts for the rest of the battle, until the wizard dispels it or until he uses new magic.

DUST STORM

Spell Level 3
Energy 5
Description The wizard creates a dust storm 3" in radius with its centre anywhere within 24" of the wizard. The dust storm enters play like any other piece, and can be moved by the wizard player, and causes combat damage during the Combat part of the turn. Obviously the storm may move over normal units and will not be slowed by difficult terrain.

The dust storm causes no damage during the turn it is

created. During following turns it can be moved 6" in any direction the wizard desires and any models cause within its radius will be attacked during Combat. A dust storm causes 1 automatic strength 2 hit on each creature within it. There is no magical save.

The dust storm lasts until the end of the battle and is then dispelled. The casting wizard may dispel the storm anytime he sees fit.

FLAME SHEET

Spell Level 3
Energy 8
Description A wizard on foot can use this spell to lay a wall of flame behind him as he walks along the ground. The flame sheet is 1" wide and follows the course of the wizard during his next turn's Movement, and will last until the beginning of his following turn. Any creature within the fire path, or attempting to cross it receives 1 strength 3 hit per model, flammable targets suffer D6 fire damage points. The flames are high enough to effect any flying creatures at **attack height**.

FOUL AIR

Spell Level 3
Energy 8
Description The wizard can create a pocket of foul air up to 6" in radius with the centre anywhere within 24" of the wizard. Any model caught within the air pocket suffers **Poison Attack** - causing D4-1 Toughness damage. Foul air is like animal venom in that it effects all creature types. The air pocket remains until the beginning of the wizard's following turn, when it will disperse.



ANIMATE WATER

Spell Level 4
Energy 16
Description Using this spell the wizard can cause any single body of water within 24" to become animate. The maximum area of water which is directly effected is a 3" radius circle, but this may be part of a much larger body of water such as a river or lake, the bulk of which will not be effected. The animated water will manifest pseudopods up to 12" long which it may use to make up to 12 attacks. Water does not have to charge to enter combat, and can change opponents from round to round. Troops cannot fight back against water. Attacks will be at strength 6 with a WS of 8. There is no armour saving throw for damage caused. Creatures with the ability to breathe underwater have a D6 saving throw of 4, 5 or 6.

The spell lasts for the remainder of the battle, or until the wizard dispels it.

DISPEL ELEMENTALS

Spell Level 4
Energy 24
Description The wizard can use this spell to dispel all Elementals within 24". Creatures effected have a magical saving throw. If effected they will vanish.



HEDGE OF THORNS

Spell Level 4
Energy 14

Description The wizard can cause a hedge of thorns to sprout instantly from the ground anywhere within 24". The hedge can take the form of a 1" x 12" strip or a 3" radius circle. The hedge can be made to grow up in front of, around or even on top of unit if the wizard wishes. A hedge of thorns comprises of magical thorns which grow so quickly they can easily trap and kill anyone whom they touch. Each model within the area of thorns receives D4 Strength 5 hits and has its movement reduced to a maximum of 1".

Once created a hedge of thorns cannot be dispelled. A hedge of thorns is flammable and counts as a single building section for damage.

SUMMON ELEMENTAL

Spell Level 4
Energy 18

Description The Elementalist can use this spell to summon a single Elemental of Earth, Air, Fire or Water. The creature will appear within 3" of the wizard.

SUMMON ELEMENTAL HORDE

Spell Level 4
Energy 30

Description The Elementalist can use this spell to summon a group of Elementals of Earth, Air, Fire or Water. He may summon only Elementals of one type at a time. D3+1 Elementals of the desired type will appear as a unit within 3" of the summoner.

SUMMON SWARM

Spell Level 4
Energy 12

Description This spell allows the Elementalist to use natural creatures to do his bidding. He can summon a **swarm** of either Beetles, Snakes and Lizards, Spiders, Rats, Frogs and Toads, Ants, Ticks, Scorpions or Bats as described in **The Battle Bestiary**. The swarm will appear within 3" of the summoner.

TUNNEL THROUGH STONE

Spell Level 4
Energy 18

Description This spell allows the wizard to tunnel through the ground or walls using his bare hands. The tunnel thus created is magically stabilised, will not collapse and caused no damage on buildings. Even soft sand or mud can be tunnelled using this spell. The wizard may move through solid rock at his normal pace, creating a tunnel wide enough for a single person. Other characters may follow his path, but will have to form a line behind him. Once a wizard has completed his tunnel he may dispel it anytime he wishes - instantly killing anyone inside.

WALL SHAKER

Spell Level 4
Energy 16

Description The wizard can use this spell to cause all building sections within 12" to collapse. Troops inside or on top of a collapsing building will receive 1 wound - with normal saving throws for armour.

INDEX TO THE SPELLS

Spells are listed by magic type, Battle Magic, Necromantic Magic etc, and by level. The two sets of numbers can be used in random generation if you wish. The number on the left lists each spell of a type in the order they are printed. The number on the right breaks them down into levels within types.

BATTLE MAGIC SPELLS

1	Level 1	1	Aura of Resistance
2		2	Cause Animosity
3		3	Cure Light Injury
4		4	Fire Ball
5		5	Flight
6		6	Hammerhand
7		7	Immunity from Poison
8		8	Steal Mind
9		9	Strength of Combat
10		10	Wind Blast
11	Level 2	1	Aura of Protection
12		2	Cause Frenzy
13		3	Cause Hatred
14		4	Cause Panic
15		5	Hold Flight
16		6	Lightning Bolt
17		7	Mystic Mist
18		8	Smash
19		9	Zone of Sanctuary
20		10	Zone of Steadfastness
21	Level 3	1	Animate Sword
22		2	Arrow Invulnerability
23		3	Cause Cowardly Flight
24		4	Cause Fear
25		5	Cause Instability
26		6	Cause Stupidity
27		7	Curse of Arrow Attraction
28		8	Dispel Aura
29		9	Magic Bridge
30		10	Transfer Aura
31	Level 4	1	Aura of Invulnerability
32		2	Blast
33		3	Change Allegiance
34		4	Cure Severe Wound
35		5	Enchant Weapon
36		6	Stand Still
37		7	Strength of Mind

NECROMANTIC BATTLE MAGIC SPELLS

1	Level 1	1	Destroy Undead
2		2	Hand of Death
3		3	Summon Skeleton Champion
4		4	Summon Skeletons
5		5	Zone of Life
6	Level 2	1	Control Undead
7		2	Extend Control
8		3	Hand of Dust
9		4	Stop Instability
10		5	Summon Skeleton Minor Hero
11	Level 3	1	Annihilate Undead
12		2	Life in Death
13		3	Raise Dead
14		4	Summon Skeleton Hordes
15	Level 4	1	Curse of Undeath
16		2	Summon Skeleton Major hero
17		3	Total Control
18		4	Wind of Death

ILLUSIONIST BATTLE MAGIC SPELLS

1	Level 1	1	Assume Illusionary Appearance
2		2	Bewilder Foe
3		3	Camouflage Illusion
4		4	Cloak Activity
5		5	Clone Image
6	Level 2	1	Banish Illusion
7		2	Confound Foe

8		3	Illusion of Buildings
9		4	Illusion of Woods
10		5	Ghostly Appearance
11		6	Hallucinate
12	Level 3	1	Illusion of Enemy
13		2	Illusion of Mighty Appearance
14		3	Universal Confusion
15		4	Vanish
16	Level 4	1	Destroy Illusion
17		2	Illusion of Army
18		3	Illusion of Darkness
19		4	Teleport



DEMONIC BATTLE MAGIC SPELLS

1	Level 1	1	Bind Demon
2		2	Dispel Lesser Demon
3		3	Summon Guardian
4		4	Summon Steed
5		5	Zone of Demonic Protection
6	Level 2	1	Stop Demonic Instability
7		2	Summon Energy
8		3	Summon Lesser Demons
9		4	Summon Magical Aid
10		5	Zone of Demon Nullification
11	Level 3	1	Dispel Demon Horde
12		2	Spread Insanity
13		3	Summon Demon Horde
14		4	Summon Great Power
15	Level 4	1	Dispel Greater Demon
16		2	Summon Greater Demon
17		3	Summon Total Power
18		4	Demonic Portal

ELEMENTAL BATTLE MAGIC SPELLS

1	Level 1	1	Assault of Stone
2		2	Blinding Flash
3		3	Breathe Under Water
4		4	Cloud of Smoke
5		5	Hand of Fire
6		6	Magic Light
7		7	Walk on Water
8		8	Zone of Hiding
9	Level 2	1	Cause Fire
10		2	Cause Rain
11		3	Clap of Thunder
12		4	Extinguish Fire
13		5	Move Object
14		6	Part Water
15		7	Resist Fire
16		8	Wither Vegetation
17	Level 3	1	Banish Elemental
18		2	Become Ethereal
19		3	Breathe Fire
20		4	Create Quicksand
21		5	Crumble Stone
22		6	Dust Storm
23		7	Flame Sheet
24		8	Foul Air
25	Level 4	1	Animate water
26		2	Dispel Elementals
27		3	Hedge of Thorns
28		4	Summon Elemental
29		5	Summon Elemental Horde
30		6	Summon Swarm
31		7	Tunnel Through Stone
32		8	Wall Shaker



MAGICAL WEAPONS

Magical weapons are an important part of fantasy literature, and an important part of Warhammer too. In a world where magic works, a weapon of magical potency can turn a character into a one man army, a powerful wizard or a blood-crazed maniac. Where magical weapons come from, and how they are acquired, is not something we would wish to be dogmatic about. Possibly magical weapons are the gifts of the Gods themselves, possibly they are constructed using obscure magical knowledge. A GM can invent his own explanations where necessary.

MAGICAL WEAPONS ON THE BATTLEFIELD

A magical weapon can be used by any minor hero, major hero or wizard. In theory there is no reason why any character or individual shouldn't have a magical weapon, and the GM is quite welcome to expand the idea to give groups or whole units magical weapons if he so wishes. However, we recommend that players voluntarily restrict themselves to one or two weapons a side to start with.

COMMON ABILITIES OF MAGICAL WEAPONS

Magical weapons have various effects, or confer various abilities but they all have some abilities in common. These are:-

1. All magical weapons emit a magical aura which may be recognised by any wizard by touch.
2. Magical weapons are not 'normal weapons'. Some creatures are not effected by normal weapons, some undead and ethereal creatures for example. Magical weapons will have full effect against these types.
3. Magical weapons have the ability to automatically dispel **Aura** spells of any level on contact.
4. Where a magical weapon causes unusual or additional damage this does **not** count as a magical attack, and **no saving throw** is made against magic.

USING MAGICAL WEAPONS

If a character is so armed then he may use a magical weapon. Should the character be slain the weapon may **not** be picked up and used by another character during that battle. The weapon has a will power of its own, and will not readily accept a new owner.

In campaign games a weapon may change owners only if the new owner tests successfully to **master** the weapon. Roll 2D6 - if the score is equal to or less than the character's WP then he becomes the weapons new owner and may use it during that battle. If the character fails, that weapon may not be used in that battle, and the character may not attempt to master the weapon again. If he does he will fail.



DETERMINATION OF ABILITIES

A magical sword can be designed by the GM for use in a specific campaign or series of games. Alternatively, either the GM or a player can randomly generate a magical weapon using the chart below.

Every magical weapon has one or more **abilities**. Magical abilities vary, some are very useful, whilst others are less so. Every magical ability has a **points value**, the total PV from all of the weapon's abilities is the weapon's PV.

If you are creating a weapon randomly first roll a dice to determine how many abilities the weapon has. Most weapons will have between one and three different abilities, so roll a D3 to determine how many. The GM may decide that a weapon could have more, or less, abilities and allow the player to roll a D4, D6, D8 etc.

Roll a D100 for each ability. Results are cumulative. Characteristic bonuses from magical weapons **can** take characteristics beyond normal maximum levels (i.e. beyond 10).

D100 PV	Ability			wound it will also drain the toughness of its target. For each wound subtract 1 T from the target. During the next turn only the user of the sword may increase his T by the same amount.
01-05 50	Initiative Gain - The user increases his I by D10 points whilst he retains possession of the weapon.			
06-09 50	Attack Gain - The user increases his A by 1 whilst he is using the weapon.	58-60 75		Initiative Drain - Everytime this weapon causes a wound it will also drain the initiative of its target. For each wound subtract 1 I from the target. During the next turn only the user of the sword may increase his I by the same amount.
10-11 50	Multiple Attack Gain - The user increases his A by D3 whilst he is using the weapon.			
12-14 50	Strength Gain - the user increases is S by 1 whilst he retains possession of the weapon.	61-63 75		Leadership Drain - Everytime this weapon causes a wound it will also drain the leadership of its target. For each wound subtract 1 L from the target. During the next turn only the user of the sword may increase his L by the same amount.
15-16 50	Multiple Strength Gain - The user increases his S by D3 whilst he retains possession of the weapon.			
17-19 50	Toughness Gain - The user increases hs T by 1 whilst he retains possession of the weapon.	64-66 75		Intelligence Drain - Everytime this weapon causes a wound it will also drain the intelligence of its target. For each wound subtract 1 Int from the target. During the next turn only the user of the sword may increase his Int by the same amount.
20-21 50	Multiple Toughness Gain - The user increases his T by D3 whilst he retains possession of the weapon.			
22-25 50	Wound Gain - The user increases his W by 1 as soon as he acquires the weapon. This extra wound may be recovered by resting in the normal way as long as the character retains the weapon.	67-69 75		Cool Drain - Everytime this weapon causes a wound it will also drain the cool of its target. For each wound subtract 1 CI from the target. During the next turn only the user of the sword may increase his CI by the same amount.
26-28 50	Leadership Gain - The user increases his L by +1 whilst he retains possession of the weapon.	70-72 75		Will Power Drain - Everytime this weapon causes a wound it will also drain the will power of its target. For each wound subtract 1 WP from the target. During the next turn only the user of the sword may increase his WP by the same amount.
29-31 50	Will Power Gain - The user increases his WP by +1 whilst he retains possession of the weapon.			
32-34 50	Cool Gain - The user increases his CI by +1 whilst he retains possession of the weapon.	73-74 100		Flight - An individual possessing this weapon has the power of flight like a swooper type flying creature.
35-37 50	Intelligence Gain - The user increases his Int by +1 whilst he retains possession of the weapon.			
38-40 75	Flame Attack - The weapon bursts into flame as it is drawn from its sheath or is brandished. The weapon causes D6 points of fire damage on flammable targets.	75-76 100		Breathe Underwater - An individual possessing this weapon can breathe without air, and will not suffocate either in a vacuum or underwater.
41-42 75	Poison Attack - The weapon counts as poisonous against all creatures susceptible to poison.	77-79 100		Confusion - If this weapon is held it will automatically cause all models within 3", except for the user, to become stupid . The creatures instantly act as if they had just failed a stupidity test that turn with no Int based saving throw.
43-44 75	Degeneration Attack - Any model wounded by this weapon will begin to decay and crumble. Roll a D6 at the beginning of each of their turns. A score of 6 will cause an additional wound. In campaign games the effect can be slowed down to a dice roll per week by a Cure Severe Wound spell. Wounds may not be recovered by resting. Only a Healing Potion will effect a full cure. See Warhammer Role-Play.	80-83 100		Fear - a character holding this weapon causes fear in opponents he charges/is charged by.
45-46 75	Freeze Attack - The weapon glitters with a cold and icy fire. Any living creature wounded by this blade will die automatically unless they can save against freezing -requiring a 6 on a D6.	84- 100		Dimension Permiable - This weapon has the ability to travel into different dimensions at the command of its user. The weapon can then remain invisible and can be brought back into the real world whenever its owner wishes.
47-48 75	Warp Attack - The weapon can be seen to fade in and out of existence, fading and then reappearing. In combat the weapon warps through armour and shields and materialises inside its victim. Targets receive no armour saving throw at all. The weapon may strike through solid objects or magical barriers (such as zone spells) so long as the user can see his target.	85-86 100		Resist Fire - A character holding this weapon becomes immune to fire, damage caused by fire and all fire based magical attack (e.g. fire ball).
49-51 75	Sleep Attack - The weapon can be used to cause any individual within 4" to fall asleep, only one individual can be put to sleep at a time, although any number could be effected in total. The sleeper cannot be woken for 2D6 turns, no matter how hard he is shaken or how much noise is made. This ability can be manipulated by the user at will.	87- 100		Duplication - The owner of this weapon gains the ability to duplicate himself entirely, including his characteristics, but not weapons or equipment. A clone created in this cannot be destinguished from the original person and will have a full sense of identity and self-preservation. Only one clone can exist at any one time. If the original character is killed the remaining clone can duplicate himself - assuming he has the weapon.
52-54 75	Strength Drain - Everytime this weapon causes a wound it will also drain the strength of its target. For each wound subtract 1 S from the target. During the next turn only the user of the sword may increase his S by the same amount.	88- 100		Animated - The weapon has a life of its own and can move through the air and fight in combat. The owner of this weapon can command it as he wishes. Used independantly the weapon has a profile of M6 WS6 BS0 S4 A2.
55-57 75	Toughness Drain - Everytime this weapon causes a	89- 100		Invisibility - The owner of this weapon may become invisible anytime he likes. Movement is done in secret with the co-operation of the GM, who may like to record the position of the invisible character on a map.
		90- zero		Egoistic - the weapon so completely dominates other sources of enchantment that the bearer may not cast or use any magic apart from the powers of the sword. The user may still be attacked by magic and have spells cast upon him.



- 91- 100 **Divine Frenzy** - The weapon is possessed of a divine killing frenzy. In his first combat round the user gains +1 initiative, +1 on his 'to hit' dice and +1 on his 'to wound' dice. In his second round the character gains +2 on all these, in his third round +3, fourth +4 and so on. This will last for D8+2 combat rounds as determined by the GM in secret before the game starts. During this period the character's battle frenzy will be uncontrollable, any wounds which do not kill him outright in a single turn are ignored. Should the character slay all of his enemies within charge reach he will attack his friends. Otherwise the character must move at maximum speed towards his enemies. Once the frenzy wears off the character will pass into an ecstatic stupor for D10 turns, during which time he may not attack in combat and will move at half rate.
- 92- 100 **Dispel Undead** - The very presence of this weapon will destroy all undead, including Liches and undead characters such as Vampires. At the beginning of the weapon users turn any undead creatures within 3" of the weapon are automatically destroyed. This power can be felt by undead types within 12".
- 93- 100 **Destroy Magical Weapon** - This weapon will destroy any other magical weapon in combat on the D6 score of a 6. Roll once per combat round. The weapon gains any of the magical abilities of the destroyed one for the remainder of the battle. If two weapons of this kind meet and strike simultaneously, and both roll a 6, **both** weapons are destroyed.
- 94- 100 **Magical Absorption** - If a spell is cast at the bearer of this weapon the sword will automatically absorb the power of the spell, rendering it useless. The power of the spell gives the weapon a 'to hit' and 'to wound' bonus equal to the mastery level of the attacking wizard. Repeated effects are cumulative. The effects last for the remainder of the battle.
- 95- 100 **Mighty Strike** - The bearer of this weapon may strike with a strength 10 hit **once** during the day. He does not have to declare that he is using the mighty strike until he has scored a hit. This power renews itself overnight.
- 96-97 100 **Double Damage** - Every time a wound is scored it will count as two wounds.
- 98- 100 **Talking Weapon** - The weapon has the capability to talk. Weapons of this kind can communicate knowledge about themselves and their history.

99- 250 **Power Weapon** - The weapon is a power weapon, see the following section.

00- * **Rune Weapon** - The weapon has D6 runes carved onto it, these can be determined randomly. Points cost will vary depending on the number of runes involved. See Runes.

POWER WEAPONS

Power weapons were made by the Old Slann, and are found only on the continent of Lustria. When they are imported into the Old World they fetch a very good price indeed. They are made out of the same shiny black material as magical rods, and are equally impossible to damage or destroy.

Power weapons have their own internal source of power, and act as a store for CPs. The level of CPs any weapon has can be generated using D6xD6.

Any character who takes up a power weapon of a CP greater than his own WP becomes the weapons **Slave**.

A character who takes up a power weapon of a CP equal to or less than his own WP becomes the weapon's **Master**.

A wizard who has mastered a power weapon may fuel it using his own CP, in the same way as a magical rod. Otherwise the weapon will refuel to its maximum level overnight.

A wizard may draw back any number of CPs from the weapon during the Magic portion of his turn, he may perform no other magic including maintaining zones. He may not use points from the weapon to increase his CP to beyond maximum.

The bearer may instantly use CPs from the weapon to augment his magical saving throw against magical attack.

The weapon may be used in combat, the number of CPs invested in any strike indicates the strength of the blow. Points are invested only once a hit has been scored.

A slave differs from a master in that he must use his own WP to fuel the weapon's CP on a point for point basis. At the end of every turn in which he has used the weapon he loses D6 WP points to it. Handling and using the power weapon has an intense euphoric effect on the slave; which becomes compulsive and addictive. He will never give the weapon up, and would kill his friends rather than surrender it to them.

Once a slave's WP reaches zero he will pass out and remain comatose for D6x10 turns. On recovery he will have lost 1 point of WP permanently and the weapon will have gained +1 maximum CP. The slave must now continue to fuel the weapon as before, until he once more passes out. Eventually the character will have lost **all** of his WP and then a **very strange thing** will occur.

The Old Slann artificers were great builders of arcane machinery in obscure places; vast and mysterious devices of untellable function, governing the fates of worlds and races. Millenia ago they realised that their time would soon be over, but still they wished to see their work continue. They built the power weapons as simple gee-gaws to attract the primitives that were to follow them. In each killing toy they imprinted deeply the task they required of their distant slave.

These tasks are almost exclusively functions of routine maintenance, switch throwing and lever pulling. The zero WP slave now becomes a complete tool of the Old Slann, and is compelled to travel to a place where machinery lies concealed beneath the earth, through dimensional gates or buried in the perilous jungles of Lustria. He will know exactly how to enter these places, and what is required of him once he is there. Tales tell of the guardians of the machinery of the Old Slann, of abhuman monsters, of the undead forms of a race long past and of revelations that might turn a mortal insane.

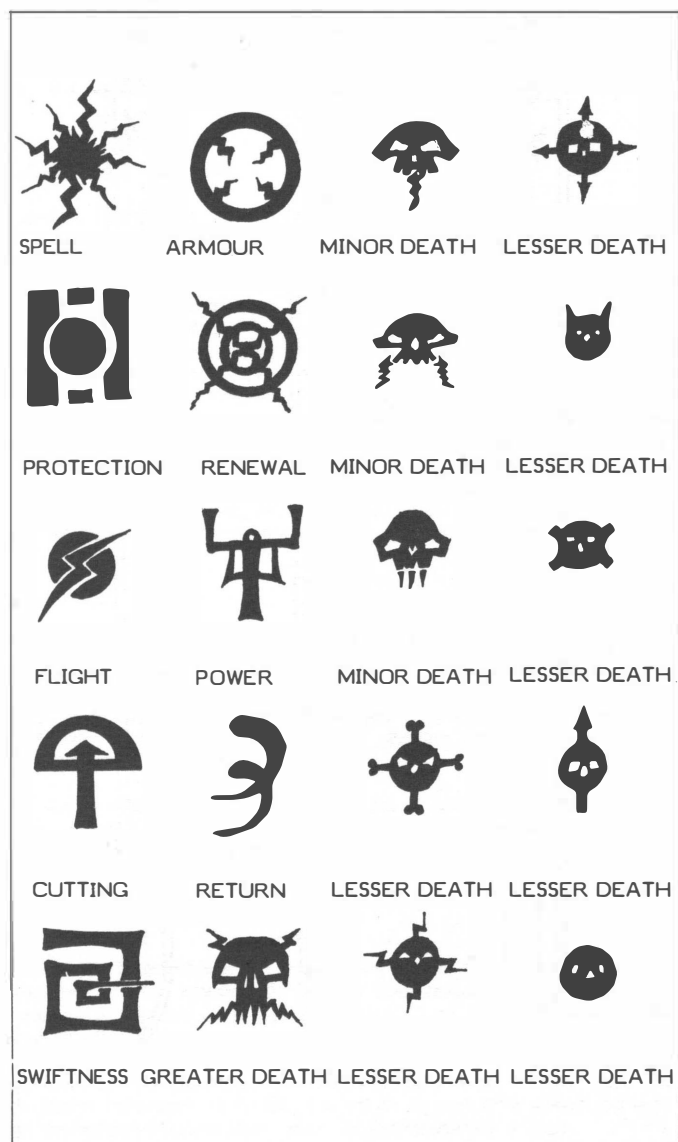
Once his task is completed the slave will have his WP restored to him. The weapon's CP level will drop to enable him to become its master. The **New Master** will also know many things he did not before: a wizard might be allowed an extra spell, a warrior might find that his weapon has gained an extra ability (random). It is said that when two New Masters meet, knowing glances are exchanged and particular matters may be discussed.

RUNES

Runes are a form of magical writing. Inscribed onto a weapon or armour they confer powers of destruction or protection. No ordinary mortal could hope to inscribe a rune, although sometimes a wizard might gain the ability as a favour of the gods or as a result of extraordinary knowledge. In either case a rune cannot be inscribed during a battle or as part of battle magic.

The GM can use runes, and runic weapons, in the same way as he would use other magical artifacts in a game.

Runes are only effective when they are **active** - an active rune glows dimly with a golden light. Unless stated otherwise the effect of two or more runes of the same kind is not cumulative; only one rune takes effect at a time.



TYPES OF RUNE

SPELL RUNES

A spell rune allows the bearer of the rune to cast the spell inscribed. The spell will always work, there is no need to test. On use the rune will dim for D10 turns after which it will become active once more.

PROTECTION RUNE

The protection rune will **augment** its bearer's magical save by +1. The effects of two or more of these runes are cumulative.

ARMOUR RUNE

The armour rune will +1 onto its bearer's armour saving throw, giving an unarmoured character a save on a 6. If the rune fails to save, and a wound is scored, the rune will dim for the remainder of the day.

CUTTING AND SMASHING RUNES

The cutting and smashing rune will -1 from a combat opponent's saving roll. If this rune causes a wound that would not otherwise have been scored it will dim for the remainder of the day.

RUNE OF SWIFTNESS

A rune of swiftess will add +1 to its bearer's initiative and 'to hit' scores. If this causes a hit that would not otherwise have been scored the rune will dim for the remainder of the day.

RUNE OF RENEWAL

This rune carries the energy to re-power any rune inscribed onto the same object that has dimmed. This will drain the rune of renewal, which will dim for the remainder of the day.

RUNE OF FLIGHT

This rune can be inscribed on an axe or hammer, turning it into a throwing weapon that will always hit its target. After use the rune dims for the remainder of the day.

RUNE OF RETURN

This rune can be inscribed on an axe or hammer, turning it into a throwing weapon that will always return to its owner's hand. After use the rune dims for the remainder of the day.

THE GREAT DEATH RUNE

This rune may only be inscribed by a God onto a weapon. Any creature hit by the weapon is slain. This rune does not dim through use.

THE LESSER DEATH RUNE

This rune is not as rare as the great death rune, although its effects are similar. Lesser death runes cause any creature of a specific type to be slain if hit. Each rune works only for one group of creatures. You can determine which by rolling a D10.

- 1. All Goblinoids
- 2. All four footed animals
- 3. Men
- 4. Dwarfs
- 5. Elves
- 6. Dragons
- 7. All other reptiles
- 8. All Chaos creatures
- 9. Wizards
- 10 All non-Chaos creatures

THE MINOR DEATH RUNE

A minor death rune is relatively common. It slays any creature of one specific species - this can be determined randomly by the GM, or established by the GM before the game.

DORMANT RUNES

If a rune weapon remains unused, its runes may become inactive. The weapon can be identified as a rune weapon by any wizard who handles it, but the runes will not become visible and active until the weapon is used to kill in the heat of battle.

INSCRIBED RUNES

If you should wish you can generate the number of runes on any item as D6 x (D6-1), but the number may not exceed the maximums laid out below. An item of armour or a weapon can only carry a certain maximum number of runes, which are:-

Weapon/Armour	Runes
Armour	100
Shield	50
Sword	15
Greatsword	25
Shortsword	10
Axe	10
Hammer	15
Halberd	20
Armlet/Bracelet	3
Gauntlet	4
Rune Staff	10

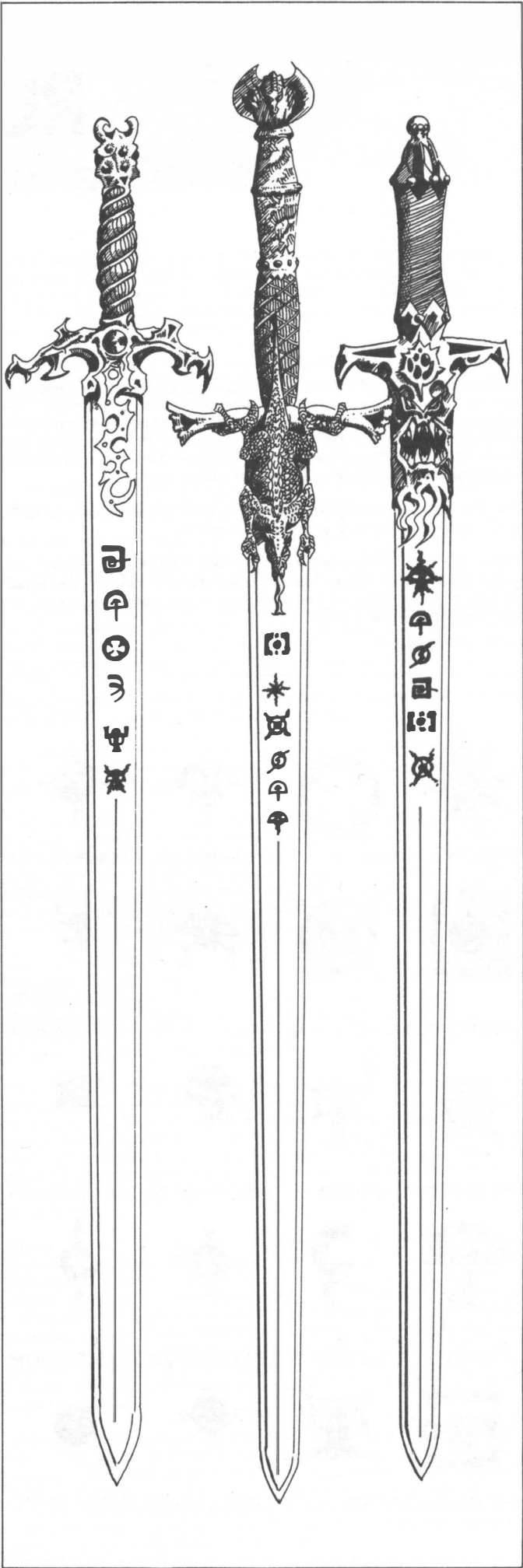
POINTS VALUES FOR RUNE WEAPONS

Each rune costs 50 PV, except for the Greater Death Rune which costs 500.

RANDOM GENERATION

A GM would be best advised not to rely on random generation to create his games; it is always better to work out any relevant magic, such as runes, beforehand. However, the following chart is offered, and can be used to ascribe random runes to equipment.

Rune	Sword	Axe	Armour	Staff
Spell	01-16	01-07	01-13	01-60
Protection	17-32	08-14	14-50	61-80
Armour	-	-	51-90	-
Cutting	33-50	15-23	-	-
Swifttness	51-66	24-30	-	-
Renewel	67-82	31-37	91-00	81-00
Flight	-	38-62	-	-
Return	-	63-82	-	-
Great Death	83-85	83-85	-	-
Minor Death	86-94	86-94	-	-
Lesser Death	95-00	95-00	-	-



MAGICAL ARTIFACTS

In a world in which magic and the unseen assumes considerable, or even paramount importance, enchanted objects, charms and all sorts of magical paraphernalia are obviously greatly valued. The scope for incorporating magic into the Warhammer games system is almost endless. Providing the GM has the time and inclination there is no reason why gamers should restrict themselves to the items listed here - anything is possible.

USING MAGICAL ARTIFACTS

Magical artifacts make excellent centre-pieces for games or campaigns, and the best form of artifact is one invented specifically by the GM to give his campaign structure. For example, armies could battle it out over the possession of a prophetic monument, a great and magical weapon or a rare ingredient for a magical spell. Some of the artifacts described below come from our own campaign games, and I have tried to describe how they can be used by the GM to form the basis for a proper campaign or series of battles.

ALL-SEEING MIRRORS

These mirrors have been constructed in pairs, and enchanted in such a way that each one bears the reflection that would normally be seen in the other.

Although not very useful on the battlefield, these devices can form the basis for an interesting series of games. One of the mirrors could be found by accident, or during the course of a campaign. It might reflect something that the player particularly wants, somewhere that he wants to go or even someone he wants to meet. The mirror would show enough incidental clues of landscape, the position of the sun, moon or stars through a background window or whatever to enable a clever player to locate the other mirror. Naturally the journey requires a small army and will involve encounters with hostiles, perhaps working in a co-ordinated fashion against him. Possibly someone else is interested in the mirror.

AMULETS

Amulets usually take the form of a metal or stone circle worn around the wrist. They can also appear as rings, pendants, circlets, collars, torques, ankle bracelets or even nose rings. Most amulets have uses other than those described below, forming constituent parts of the more complex and subtle magic employed in Warhammer Role-Play.

Amulets make useful 'pick-up' items for characters involved in long term campaign games. For example, in a game fought over a monastery the Abbot might be so pleased at having his monastery liberated that he rewards the game victor with a treasured amulet. The amulet can then be used in the next game of the series.

Amulet of Thrice-blessed Copper. Anyone wearing such an amulet may add 1 to the saving roll against wounds caused by non-magical weapons and poison. If placed within 1' of a poison source the amulet will turn green.

Amulet of Adamantine. Anyone wearing this amulet has his toughness increased to 7. Once worn an amulet of adamantine may not be removed unless the wearer is dismembered or slain.

Amulet of Enchanted Jade. This amulet confers a saving throw bonus in exactly the same way as an amulet of thrice-blessed copper, it also offers immunity from poison. The wearer gains the power of **Regeneration**, after the manner of Trolls.

Amulet of Coal. This amulet is used by wizards to store **Fire Ball** spells. Each amulet can store up to 3 spells, which can be released either singly or all at once by any character during the Magic portion of his turn. Using the amulet does not expend Constitution and success is guaranteed. Any character who recognises this amulet for what it is may employ its powers, even non-wizards: but only a wizard may recharge the amulet, which he can do by casting 1 Fire ball spell to load 1 Fire Ball.

Amulet of Iron. An amulet of iron is unusual because it **cannot** be used by wizards. It can be used by any other character. Wearing the amulet confers a bonus on the saving throw made against magic, this can either be +1, +2 or +3. The adjustment is made on the character's WP for the save only - it does not actually effect the WP level as such. The amulet can take the level to above 10 for the purpose of the save. This makes it possible for a character to be totally **immune** to magic.

Amulet of Righteous Silver. An amulet of this kind offers complete **immunity** from psychological effects caused by the undead. It does not offer immunity from effects that apply equally well to undead or normal troops, such as panic, but it does offer protection from **fear** and **terror** when caused by undead.

ARROWS OF TRUE FLIGHT

Arrows of true flight are manufactured by Elves, and should only be available to Elves in battles. To equip a single Elf archer with enough of these arrows to last for a battle costs +12 PV. Arrows of true flight always hit their target, there is no need to make a dice roll 'to hit'. They cause normal damage.

Arrows of true flight are an example of a powerful battlefield weapon that can be used to give an army extra potency. In campaign games half of the arrows fired can be recovered by the winning side: enough to fully equip half as many troops as originally carried the arrows. A losing army which started out carrying the arrows may claim **half** of the half remaining arrows if at least half of the original carrying unit leaves the battlefield alive. So, for example, if 20 Elven archers start the battle with arrows of true flight, and their army is defeated, 10 batches of arrows can be recovered. If 10 or more of the Elven archers left the battlefield alive they can claim 5 batches of arrows and the winning army can claim 5 batches of arrows.

ARROWS OF POTENCY

Arrows of potency do damage at +1 strength. To equip a single archer with enough of these arrows to last for a battle costs +6 PV.

This is another type of magical arrow which can be used to increase the effectiveness of missile troops. GMs may wish to transfer these abilities on to crossbow darts or any other missile weapon. Arrows of potency last only for a single battle, after which the magic wears off.

Both arrows of potency and true flight are magical weapons, and have powers common to magical weapons as regards effects on undead and other creatures. They do **not** dispel magical auras; their magic is not powerful enough.

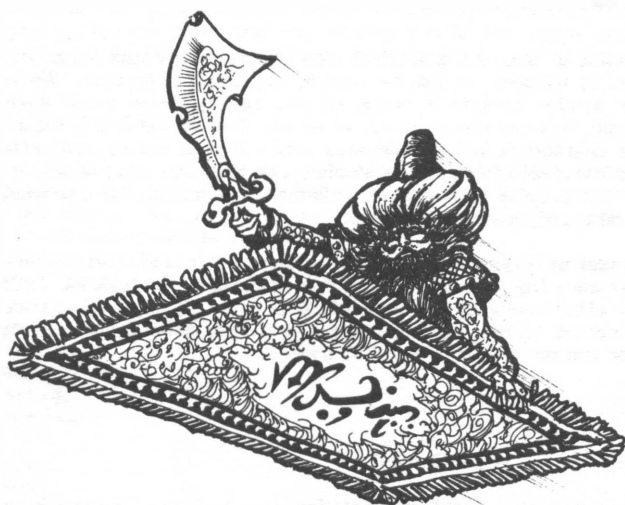
MAGIC CARPET

Magic carpets are made only in the lands of Araby. A typical carpet will be about 8' x 6', and, in flight, provides a stable platform over its entire surface. Carpets fly as **hoverers** and can accommodate up to 12 individuals safely, if not comfortably.

Magic carpets are strong willed and very loyal to their owners. In order to become a carpet's owner a character must roll 2D6. A score of equal to or less than his WP means the character has mastered the carpet. A score of more than the character's WP means he has not mastered the carpet, and it will not obey him. Once a carpet has a living owner it cannot be mastered by another, although it will obey a second character if its owner so commands. If such a character is killed or attempts to steal the carpet it will fly back to its master.

There is a 50% chance of any carpet having a zone protection spell of some kind built into it, the GM can determine this in anyway he pleases.

In battles magic carpets give a character extra mobility, or even provide a flying strike force. In campaign games they make movement very easy, enabling characters to traverse seemingly impassable terrain. Magic carpets shouldn't be available in normal one-off battles, except to Men of the East. An Arabian wizard may have **one** magic carpet at a points cost of 200 PV - including a zone of sanctuary spell.



MITHRIL ARMOUR

Mithril is a very special magical metal that is far tougher and lighter than steel. Armour made from mithril confers a +1 saving throw for its type. So, for example, a chain-mail shirt normally confers a saving throw of a 6, but a mithril chain-mail shirt confers a saving throw of a 5 or 6. Mithril cannot be used for shields or animal armour, but it can be used for breast plates and full plate armour. A character wearing full mithril plate, carrying a shield and riding a barded horse will be invulnerable from most normal forms of attack, although high strength hits will reduce the saving throw and could cause damage. Wearing mithril does **not** incur a movement penalty, it is ignored for these purposes.

Mithril is rare - and should only be available to minor heroes, major heroes and occasionally wizards. If players wish to use mithril armour during a non-campaign game the following PVs can be used. Chain-mail 50 points, breast plate 75 points, full plate 125 points. This is expensive, but should give the players a good idea as to the value and rarity of the stuff.

ORBS OF HEALING

Orbs of healing come in seven colours, red, orange, yellow, green, blue, indigo and violet. A single orb can be used once per day to recover 1 wound caused by a normal non-magical weapon, or a non-supernatural creature. A group of 7 differently coloured orbs can be used once per day to restore to full health any character suffering from any form of disease or wound.

Orbs of healing make good quest items and are ideal as the focal point for a long term campaign. A group of heroes and trusty retainers must try to find the orbs of healing and return to save the life of their somewhat poorly Lord, banish the dreaded red plague from their homes or cure their own degenerative diseases.

ORBS OF DEATH

Orbs of death look like orbs of healing but have the opposite effect. A single orb used as an orb of healing will **cause** 1 wound. A group of orbs including even one orb of death will kill rather than heal.

Orbs of death are just an example of a campaign item with a deadly twist, players shouldn't feel too safe or too comfortable as regards magical items - and with things like this about they won't.

RODS

Wizards covert these so called arcane rods, which come exclusively from the new lands of Lustria. They are brought back to the Old World by merchants and travellers, and always fetch a good price when offered for sale. Typically they are about 15" long, almost an inch in diameter and weigh about a pound. Very occasionally they turn up in other forms; figurines, daggers, amulets etc. They are always black, and cannot be marked or harmed in any way.

Rods are used to store CPs. A wizard may place up to 10 points in the rod for each of his mastery levels. Once placed in the rod the CPs are ready to be drawn back and used, the wizard can rest and recover his own CPs in the usual way. A rod can be charged by one wizard and used by another.

The wizard may draw back any number of CPs from the rod during the Magic portion of his turn, he may perform no other magic including maintaining zones. He may not use points from the rod to increase his CP to beyond maximum.

The wizard may instantly use CPs from the rod to augment his magical saving throw against magical attack.

The rod may be used in combat, the number of CPs invested in any strike indicates the strength of the blow. Points are invested only once a hit has been scored.

SHIELD OF SCEPTICISM

The shield of scepticism resembles any other shield but has considerable power. Anyone bearing the shield become **immune** against all forms of magic; magic simply has no effect on them what-so-ever. In addition the shield causes automatic **instability** within 12" in undead and other creatures subject to instability, such as Demons and Elementals.

A shield of this kind makes a useful quest item. A city might have been over-run by demonic hordes or necromantic wizards. Against such powerful sorcery the citizens have no defence, they cannot stand before the unnatural occupiers. Their only hope lies in a group of heroes uncovering the fabled 20 shields of skepticism from the semi-legendary tomb in the mountains. The heroes will need a small army, for the mountains are full of goblins, and the tomb itself may well contain who knows what evil creatures. Having obtained the shield the player must then face up to his adversaries in the city.

Quest games of this kind are always enjoyable, the more so if a number of players are involved. The 'bad guys' can be played by the GM and a few occasional helpers, only the questing side needs a fixed player or players.

STAFF OF COMMAND

The staff of command resembles an ordinary black wooden staff, but has special magical properties. In the hands of a necromancer it will extend his range of command over friendly undead to 24", it will also nullify the effects of instability on undead, ethereal, demonic and elemental creatures within this range. Any character holding the staff has his Leadership increased by +1, which may take his total to above the normal 10 maximum. Once the staff is put aside the Leadership level returns to normal. The staff may be used by a wizard to cast a level 4 **Change Allegiance** spell once per day. Only one spell may be cast in any 24 hours period, no matter how many wizards handle the staff. The spell can be used by any wizard of any level, costing 8 energy points as per the normal spell. The wizard will still have to test on his remaining **Constitution** for success.

The Staff of Command enables low level wizards, in particular necromancers, to improve their magical abilities. The GM might like to use this staff in his own games, although it is better suited to a campaign.

BOOTS

Magical footwear can be interesting and amusing, sometimes even useful! Like amulets they make good pick-up items for campaigns. Obviously they're fairly light hearted, and illustrate the sort of items GMs might like to invent in order to add colour to their own campaigns.

Boots of Speed. Boots of speed allow their wearer to travel at double normal movement rate.

Boots of Leaping. Boots of leaping allow their wearer to leap up to 6'D6 inches -over walls pits etc.

Boots of Dawdling. Boots of dawdling prevent their wearer from moving faster than 2". They were invented as a teaching aid for society ladies mindful of their grace and sedate elegance.

Boots of Bovva. Bovva was the apprentice of Rathnugg, the most famous boot maker of all time. He invented these sturdy war boots which allow their owner to make a single strength 6 kick instead of any other attacks.

Boots of Concealment. Boots of concealment have secret magical pockets which can be opened only by their wearer. The pockets are magical, and can hold up to 2' x 2' of goods, or a single items up to 6' long - such as a double-handed sword. These in no way encumber the wearer.

Boots of Command. These have no effect on the person who actually owns the boots. However, anyone else wearing them will find themselves in a most perilous dilemma. The boots become alive with a will of their own, moving about of their own accord. The wearer has no choice but follow the boots. The boots can be commanded by their owner, and cannot be removed without his consent.



DAWNSTONES

Dawnstone is the name given to a flint or obsidian dagger or hand-axe such as occasionally turn up in barrow graves or amongst gravel workings. These are quite common, but enchanted stones are very rare indeed. An enchanted dawnstone is much stronger and less brittle than a normal stone tool. Their power is mostly in summonation and protection magic. They derive from a time when deities and demons walked freely upon the earth, and the ancestors of men worshipped them or fought them as best they could.

A dawnstone has all of the normal powers of a magical weapon, as well as D6 randomly generated abilities. In addition a dawnstone acts like a **Zone of Sanctuary** spell, so that its wearer becomes immune to psychological effects, and will be the centre of a 3" radius zone which cannot be entered by undead, ethereal, demonic or elemental creatures. Nor may such creatures employ missiles or magic into the zone. Unlike with a normal zone spell, the zone will move as the the bearer of the stone moves. The zone will be temporarily nullified for 1 turn whilst any other zone spell touches or occupies the same area, the other zone will be dispelled. If the bearer of the dawnstone is a wizard he may add 2 onto his Will Power as long as he retains possession of the stone. This may take his WP to above the normal maximum level of 10.

Dawnstones often have holes bored into them so that they can be worn on a thong around the neck.

In a wargame the dawnstone can be used to provide instant protection for a character or group. It is also a powerful weapon,

and so enables weak characters to fight more powerful foes or monsters. Dawnstones are so useful that they should not be available in the course of a one-off battle, not unless they form a specific element of the GMs plot for the game.

If, as a GM, you wish to incorporate dawnstones into your campaigns you should bear in mind that their origin is in the Old World, and that they are found amongst the pre-historic mounds that were the tombs and temples of the first first men to settle in those lands. About 5% of these mounds contain one or more dawnstones. These places are, naturally enough, dangerous; dawnstones were usually incorporated into an ancient mound specifically to keep something trapped inside. For instance, an ancient temple could house a Demon, formerly worshipped by the people of that land. To keep the Demon from causing harm he is surrounded by a circle of dawnstones. The Demon cannot pass the barrier thus created....unless someone removes a stone!

ENCHANTED ROPE

Enchanted ropes come from Araby. Lengths of D6+2' are occasionally found in the Old World, but longer lengths are rare. Enchanted rope is animate, and can fight just like a character, coiling round a sword or spear to grip it. The profile is as follows.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	0	3	3	*	10	2	3	3	8	8

A rope has 1 wound for each foot in length. Ropes can be struck in combat with normal weapons, they have a 4,5,6 saving throw against any wounds. Ropes are flammable and can be destroyed by fire or fire based magic. Normal missile weapons have no effect. Ropes are immune to all psychological effects and cannot be routed in combat - they will fight to the death! In combat they do not suffer from disadvantageous 'to hit' modifiers once they are wounded; they just get shorter. Ropes cannot recover wound points, either by magic or by 'inbetween battle' resting.

A rope may tie itself in knots or bonds at its owner's command. They are fully discriminating and can move towards and seize specific items or creatures.

In order to become a rope's owner a character must roll 2D6. A score of equal to or less than his WP means the character has mastered the rope. A score of more than the character's WP means he has not mastered the rope, and it will not obey him. Once a rope has a living owner it cannot be mastered by another, although it will obey a second character if its owner so commands. If such a character is killed or attempts to steal the rope it will return back to its master.

Ropes make interesting guardians or help-mates in games and campaigns. GMs shouldn't allow players to simply buy ropes, they must be discovered and fought for during a game. If a GM has a specific scenario in mind he can allow a player to have enchanted rope/s, but they are not common.

JEWELS OF POWER

Jewels of power contain a self renewing storehouse of magical energy. Like amulets, jewels make interesting 'pick-up' items and can help speed a campaign along or even up the odds.

Spell Jewel. A jewel of this kind contains a single specific spell. This can be determined randomly by the GM, or he can select a spell which is going to meet a specific need within the campaign. The spell can be cast once during a battle by any character, even non-wizards, and uses no energy.

Multiple-Spell Jewel. Sometimes a jewel can carry more than one spell, or even the same one more than once.

Energy Jewel. The jewel contains a number of Constitution Points which the owning wizard may add onto his own once per day. This may take the character's CP over his maximum, which is permitted.

Mastery Jewel. This jewel increases its owners mastery level by 1 so long as it is retained. Along with the rise in mastery the character will gain appropriate new spells and higher CP. If the jewel is lost the character's mastery, spells and CP will return to normal.

THE CAT OF THE CALISTHENES

One of the most powerful magical cults of the Old World is known as the Calisthenea; its members are called Calisthenics. Like most cults the Calisthenea operates a number of secret temples, the exact number is unknown. Within these temples the members of the cult meet, indulge in their secret rituals, appoint officials and organise their work. What exactly their work entails is a mystery, but most cults aim at the perfection of the individual spirit - presenting a personal spiritual goal to their members rather than a material or collective one. Most cults have secret rites, and utilise various important ritual objects as well as ancient chants and books. The Cat of the Calisthenes is the most sacred object of the Calisthenites. Upon his initiation the new cult member, called a neophyte in this cult, is permitted to lay his right hand upon the life-size golden statue of a cat. The statue contains a residue of power which passes into the ritually prepared mind of the neophyte enabling him to become a wizard, endowing him with his first 10 Constitution points and giving him a mastery level of 1.

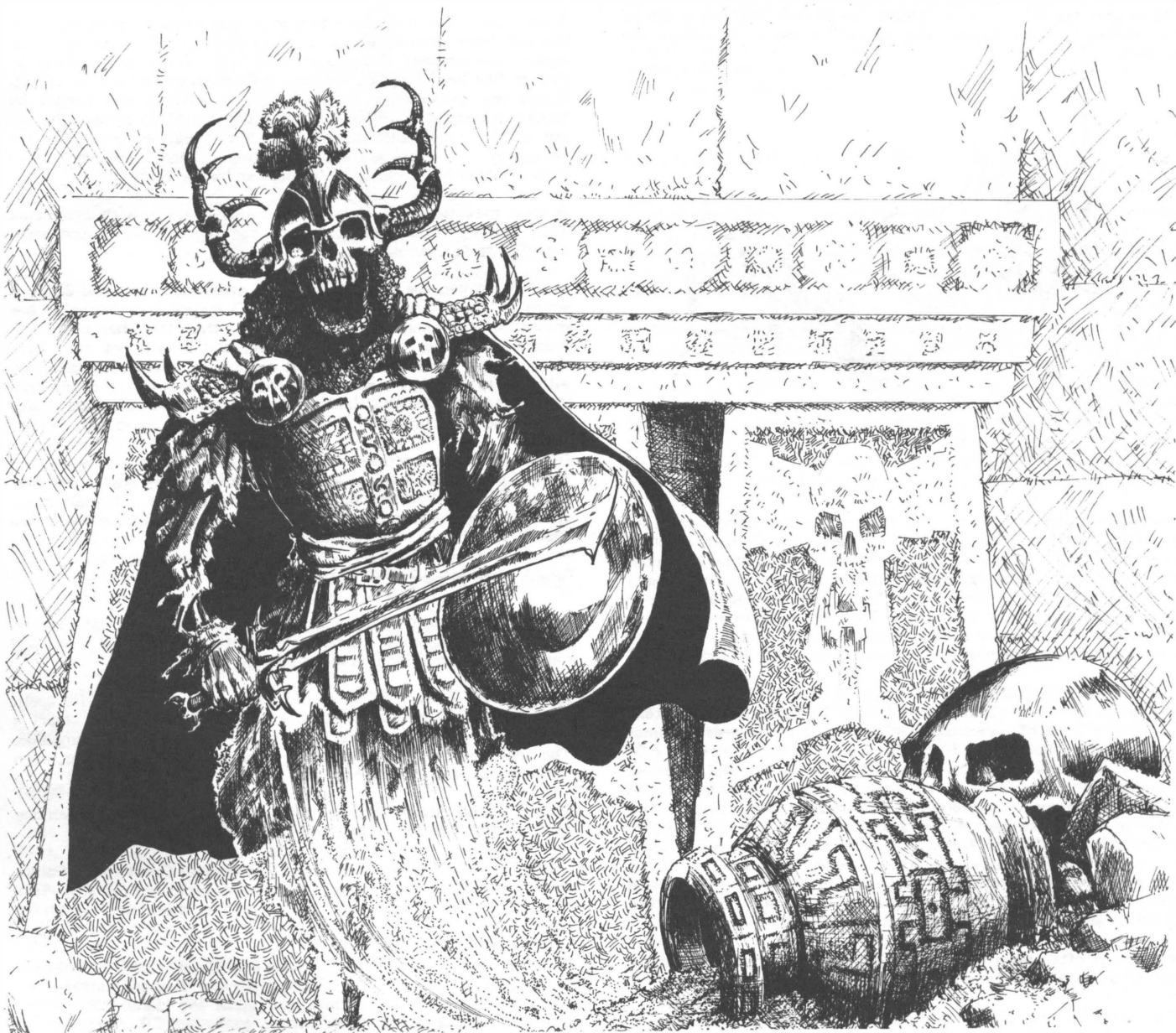
This object is a useful one in many ways, not least in that it illustrates one way in which a magical cult operates and how a character might become a wizard. The Cat of Calisthenes, or a similar cult object of the GMs invention, provides a useful starting point for a campaign or an unusual game. A temple of the Calisthenea might have been infiltrated by a city's police force. The city's ruler hates all magical cults and so decides to destroy the temple during a ceremony, aiming to destroy the cult members

at the same time. The GM maps out the temple as an underground complex, or a town alleyway or backstreet, the Calisthenic player can study the map, whilst the GM can allow him a few secret passages or other means of escape. The game is staged as a raid, with a number of police, backed up by their own wizards and heroes as appropriate breaking in upon the temple and the group of wizards inside. The wizards are hopelessly outnumbered, and must escape taking the Cat of the Calisthenes with them.

URN-GUARDS

Amongst the ancient Old Worlders who built the barrow tombs and created the dawnstones it was common to burn and then bury the dead in small pottery urns. Upon the death of a great leader or warrior many of his personal bodyguards chose to accept ritual death and urn burial by his side. If such an urn is broken and its contents allowed to touch the floor a skeleton will form. An urn guard will normally attack its liberator, but can be controlled by necromantic magic. There is no reason why an urn guard cannot be a skeleton champion, minor hero or even hero if the GM wishes.

Urn guards might typically be found in ancient tombs, and can provide the undead general with useful re-inforcements. An interesting campaign can revolve around a necromancers search for a vast tomb containing the urn-guard of hundreds of old heroes. The necromancer should be given a choice of possible target tomb sites, whilst the other player, taking the part of a nearby city-state tries to beat him to it!





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